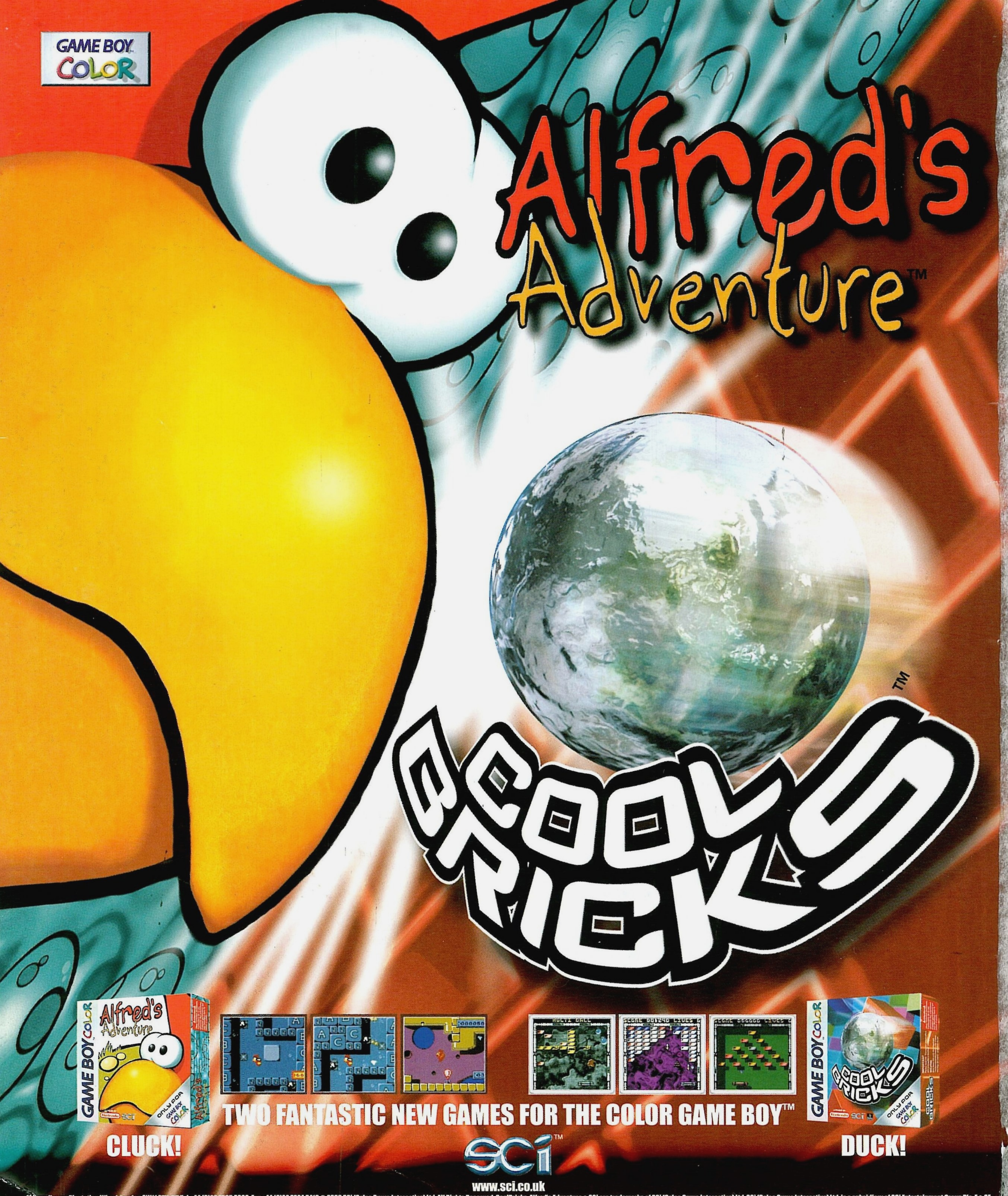

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PAPER MARIO
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REVIEWED!
POKÉMON SNAP
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THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG!

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Next issue on sale Thursday 31st August
To find out why it's going to be fantastic, jump to p112

WELCOME TO N64 MAGAZINE

At 116 pages N64 MAGAZINE is Britain's biggest and best-selling Nintendo mag; and here's why

- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the internet.
- N64 Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of N64 Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- We won't give anything our coveted 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful, we'll say so.

Don't be fooled by feeble imitations!



Say cheese!

Pokémon are the new celebs! Move over Posh and Becks, because the paparazzi pics we want now are of Pikachu and Squirtle. And *Pokémon Snap* is the novel game that lets you visit Pokémon Island, camera in hand, and take loads of glorious 3D snaps of your favourite Pokémon posing in their natural habitat – only Nintendo could pull this one off... Turn to page 48 to read all about it.

Talking of celebrities, the spandex-clad stars of the WWF are back in force in THQ's new wrestling title. *No Mercy* features 80 famous fatties, an all-new ladder mode, and the ability to create even more grotesque fighters in the improved Create-a-Wrestler option – turn to Mark's Special Investigation on page 26 to find out just why this is shaping up to be the best N64 wrestler yet.

And if you're after a real star, Mario's back for another N64 adventure. We've got some fab new screenshots of *Paper Mario* – formerly *Super Mario Adventure* – on page 6, and it's looking fantastic. **N64** Magazine, it's the new Hello!

Andrea Ball
EDITOR

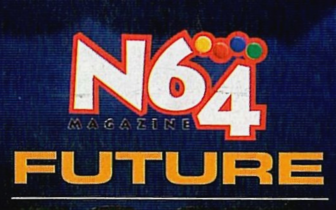
Just look what we've got for you this month!




N64 MAGAZINE THE UK'S BEST-SELLING INDEPENDENT NINTENDO MAG

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Issue 45, September 2000



FUTURE LOOK

Your first look at the *BIG* new N64 games!







Club 64

The ultimate reader service.



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!



WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 16! GO! GO!





A trio of Bullet Bills makes a beeline for our plumbing hero. Jump, Mario, jump!

We'll have that Koopa in his undies in no time.



A gigantic map to explore. We can't wait.

Mario's cutesy Goomba buddy never once leaves his side.

Bowser's back in his Clown-o-matic Chopper from Super Mario World.

Mario loses it and embarks on a crazed rampage in Koopa Village.



With little Koopa on your side, you can send three enemies flying in one turn.

These are the Seven Stars from the original Super Mario RPG.



INFO BURST

PAPER MARIO

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn	Oct	Autumn

ANTICIPATION RATING



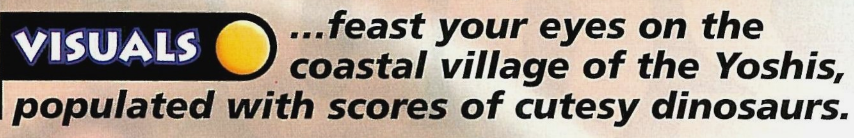
Paper Mario is positively stuffed with minigames – this one's a quiz of sorts. Could that be a possible girlfriend for Toad on the right there?

PAPER MARIO

flipping great

Much as we love *Mario Golf*, *Smash Bros* and the like, they're simply no substitute for Mario's daring princess-rescuing outings. So put your hands together for King Bowser, who's dragged Peach off for the eighth time and kickstarted another sparkling adventure for the Mushroom Kingdom's most overworked plumber.

Paper Mario's ingenious platformy world – constructed of proper 3D scenery but populated with wafer-thin characters – is overflowing with familiar bits and pieces from the *Super Mario Bros* legend. Mario's mallet from the original *Donkey Kong* makes a welcome return, along with Flying Koopas, Toad magicians and murky Boo-filled mansions. Even the cartoonish design of Mario himself harks back to the heady days of the age-old *Mario Bros* coin-op, and, happily, you can still bop a Koopa out of his shell and watch as he scampers around frantically in his underpants.



Being a role-playing game (*Paper Mario* is the sequel to the SNES' *Super Mario RPG*), there are battles as well as platforming puzzles. Stumble into a bad guy with a '!' over his head and a turn-based scuffle begins, where choosing an appropriate attack, waggling the stick and tapping A at the right time are all integral to success. By chinwagging and recruiting folk in villages, you'll gain extra attacks and, in true RPG style, your strength, agility and abilities increase with every bad guy vanquished. It's simpler than the average RPG, but still utterly gripping.

Unlike most Mario games, the camera in *Paper Mario* can't be fiddled with, but its path has been planned to provide an eye-goggling view of the game's stunning levels. Take 'Star Falling Hill', a typically magical Nintendo world where glittering stars fall from the sky and bounce lightly around Mario as they hit the ground. Or feast your eyes on the coastal village of the Yoshis, populated with scores of cutesy multi-coloured dinosaurs and stuffed with secret treetop hideaways where saucer-eyed penguins lurk. Even the foyer of Peach's majestic castle is looking better than ever, bustling with friendly Toads, Koopas, clockwork mice and Luigi himself.

It's not all exploring, talking and fighting in *Paper Mario*, though. Nintendo are promising a raft of minigames to divert you away from the main quest – including a garish quiz show section – and there's the intriguing opportunity to take control of Princess Peach and help her find her own way out of Bowser's castle. Don't expect a *Zelda*-sized quest from *Paper Mario* – its uncomplicated, manageable play is intentionally aimed at the younger end of the N64-owning market. But *do* prepare yourself for a Mario adventure that's as refreshingly innovative and heart-burstingly exciting as any other.

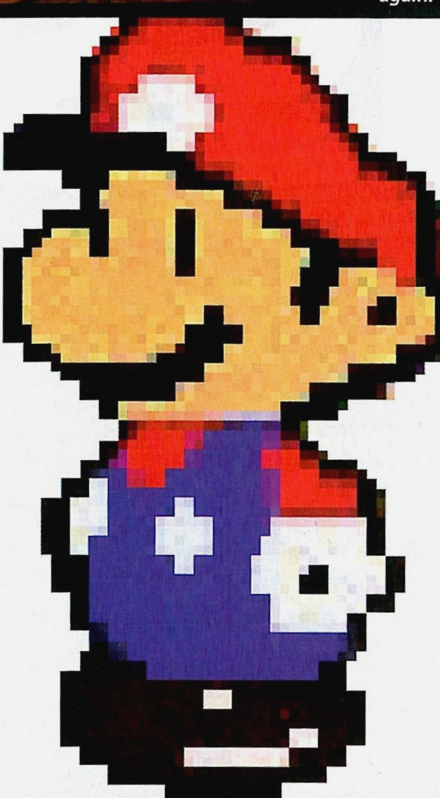


Cripes. We don't reckon Mario's mallet will be much use to him here.

Peach strikes out on her own – she's obviously got no faith in Mario this time.



Toad's on hand with his unique brand of giggly advice again.



TO BE CONTINUED... We'll be reviewing *Paper Mario* in just two issues' time.

THE BEST FOOTIE IN THE WORLD JUST GOT BETTER!



He's on his own. A leisurely walk in the park, and no mistake. Disgraceful.

"Scuse me fellas. Shoelace untied. Sorry, sorry."

The celebration sequences can be entertaining. Played, Dawson my son.

Looks like an insult when you see it there. Let's hope the Welsh do us proud.

The team are so close they're married. Aw, bless 'em.

Corners are easily handled with this ace adjustable interface. Not too realistic, but this is footie gaming at its very best.

The top performers in each game have been singled out for extra biscuits at the next team meeting. Dawson rocks.

ISS 2000

ISS that an RPG?

We had a Special Investigation into the intricacies of *ISS Millennium* back in issue 37, and we're happy to report things are coming along nicely.

It's had a minor change of name, ditching the 'millennium' tag, and the full career mode is now up and running, offering a truly impressive experience, charting the progress of your chosen lowly player from his humble beginnings as a reserve for a local club, up to stealing the limelight in international finals. It's a long and difficult path too, requiring you to juggle the multiple concerns of overall skill, health and mental wellbeing. Whatever you choose there'll be repercussions. Devote all your time to training and you'll be left exhausted and friendless. Spend all your time chatting up the ladies (as we did) and you'll be out on your ear before you know it.

You might think the actual in-game football would suffer as a result but that's not the case at all. *ISS* still offers the definitive football experience, even without the expensive luxury of a licence.

The engine is clearly recognisable from *J-League Perfect Striker 2*, but a few animations and deft manoeuvres have been added. The optional hi-res is predictably sharp, but since we last examined the evidence the highly dodgy framerate has only improved marginally and is not recommended for top-quality gameplay. The players look recognisable, though, and the animation in lo-res is superb. The numerous semi-fictional stadia are looking as splendid as ever.

All the previous games' competition modes are included, and will provide weeks' of enjoyment. The place where you'll be spending most of your time, though, is in the Career Mode, which requires you to balance the requirements of training over a long period of time (played week by week) to score success. There's loads of text, which has localised modifications depending on the nationality of your fella and we've even unearthed bad *and* good endings.

It's worth noting that you'll only play a small amount of football during your 'Career', instead spending more time training and watching games. Over the years all sorts of wonderful things will happen, from being hunted for the national team to a highly dubious incident

LIFESPAN *By our reckoning, there'll be a full millennium's worth of footie in the new ISS.*

INFO BURST

ISS 2000	
FROM:	Konami
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

USA	UK	Japan
TBA	Sept	Now

ANTICIPATION RATING

△ That adjustable arrow doing the biz yet again.

Nice to see the crowd ▷ enjoying the celebrations.

△ You can still set the skill of the keepers.

◁ The RPG mode is very, er, complicated. Ahem.

▽ Crisp definition on the yellow card, there.

involving one of your team-mates and an 'adult' magazine.

The role-playing element continues, giving you dozens of stats that must be developed and kept in balance. Ranging from straightforward things like shooting, to your popularity with the second coach, you'll see them all rise and fall with every decision you make. Countless words of wisdom will be sent your way, too. The script we've seen *is* a little curious in places, but genuinely engrossing. As time goes on the ratio of football-to-chat should increase, otherwise that could constitute a stumbling-block, making all the strenuous training seem just a little bit pointless.

Training, special scenarios, the Euro Cup, International Cup, World League, Penalties, Pre-Season Match *and* the full RPG Career Mode? By our reckoning, there'll be a full millennium's worth of footie in the new *ISS*. And that's a long time in donkey years, Brian.

△ Those legs are surely too far apart.

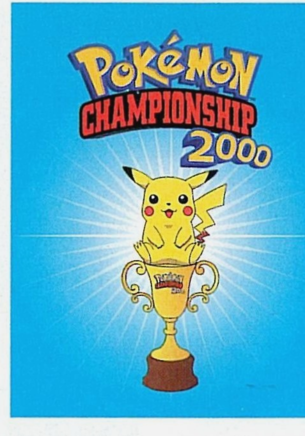
The lovely ▷ penalty box. It still works a treat.

TO BE CONTINUED... There'll be a full review of *ISS 2000* in time for its launch this September.

QUICK JUMPTO

RETROWORLD p14 NEW GOODS p13 PREVIEWS p16

Pokémon Mewsical



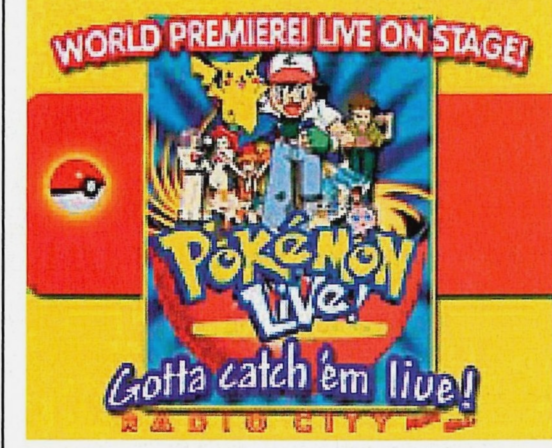
Some lucky punter will win Pikachu's 'throne'. Not bad.

Pikachu sings for his supper as Mew tour marches through UK.



Frustrated by appearing as flat, animated characters in their games and cartoons, Ash, Pikachu, Misty and Team Rocket are to make their live action debut in a brand new musical adventure. Pokémon Live is set to première at the Radio City Music Hall in New York on September 20th, before moving on to the Pepsi Arena in Albany and, presumably, the rest of the universe soon after.

The Radio City Music Hall is a suitably grand venue for this latest Pokémon adventure, having hosted such prestigious events as the Grammy awards and President Clinton's 50th birthday party. The Radio City team was also responsible for the opening ceremony of the 1994 World Cup, in which Diana Ross perpetrated arguably the worst penalty miss of all time. But don't let that put you off if you happen to be holidaying in New York and fancy checking out what kind of singing voice a 7ft Pikachu has. Ticket prices start at $21.50.



How are they going to make Pikachu look like anything other than a grown man in a furry suit?

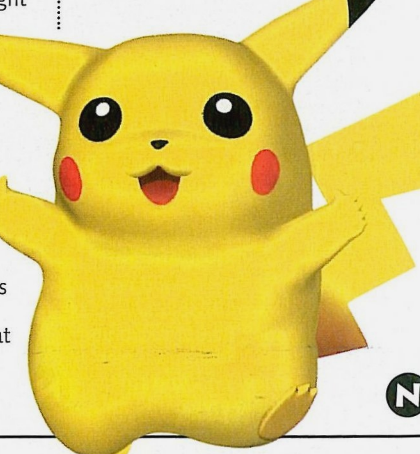
The continuing popularity of Pokémon should ensure that the show is a big hit this Autumn. Nintendo recently reported a 220% increase in sales of all Pokémon games compared to this time last year, and the franchise on Game Boy and N64 has shifted a combined total of more than 65 million carts. *Pokémon Snap* has been the best-selling non-Game Boy console game in the States over the past year.

Back in this country, the UK Pokémon Championships are in full swing, having passed through Scotland and the North East. The event features a tournament with 2,000 hopefuls fighting for the right to be crowned UK Pokémon Master. You can watch the action, swap monsters and tips with other trainers, and, best of all, download your very own Mew.

Just bring along your Game Boy and *Pokémon Red*, *Blue* or *Yellow*. Make sure you've saved the game at a Poké Centre, and Nintendo's cuddly army of helpers will plug you into the Mew machine and furnish you with that elusive 151st monster.

Turn up at any of the following locations to join in the festivities, and be prepared to queue for a while if you're after a Mew.

August 2nd *Castlecourt, Belfast*
August 4th *Omni Centre, Dublin*
August 6th *Queen's Arcade, Cardiff*
August 8th *Bargate Centre, Southampton*
August 10th *Trafford Centre, Manchester*
August 12th *Broadmead Centre, Bristol*
August 14th *Meadowhall, Sheffield*







POKÉSUIT

Pokémon... are playing dressing up.

Disguise Inc., the US's largest retailer of hilarious and terrifying costumes, have proudly announced the arrival of new Pokémon costumes. That's right, Pokéfans, if you don't mind a spot of Stateside communication to get your hands on one of these delights, you can fool your friends into believing you are a real Pokémon.



POKÉ CUM LAUDE

Pokémon... are putting on mortarboards.

Hasbro are retiring 25 of their characters. Aw... But never mind, we'll call it 'graduation'! It's true, Pokéchums, production of the beanies and such will cease in the States, prompting Pokémaniacs to go on a frantic shopping frenzy before they disappear. Then the same folks will be back in the shops the week after for the *Gold* and *Silver* characters due to arrive shortly. And Pika's not been forgotten, friends... He's been made a Doctor of Pokémon. Can't say fairer than that.

Calling all GoldenEye masters

Share a £15,000 prize pot at the UK Console Championships.



Have you entered the Gameplay UK Console Championships yet? If not, there's still time to put your name down for one of the regional heats and get yourself in contention for a share of that £15,000 prize fund. Plus you could earn some serious respect as one of the best gamers in the world, too.

Three championships are being held concurrently on N64, Dreamcast and PlayStation. **N64** Magazine is sponsoring the *GoldenEye* championship, and we'll be keeping a close eye on the standard of play, particularly after we were thrashed so mercilessly by the winner of last year's Multiplayer Challenge event. The competition is open to absolutely anyone, but we really want an **N64** reader to be crowned champion again. This time, we're ready for some revenge!

The regional heats are being held in Cardiff (August 5th), Glasgow (August 12th), Leeds (August 18th) and London (September 9th), with the final taking place during the Live 2000 show at Earls Court, London on September 23rd. There are loads of cash prizes to be won, and entering the tourney couldn't be simpler.

Visit the website www.ukconsolechamps.com to sign up, or pick up the phone and call 020 7388 0004. You'll need to supply a £10 deposit, which will be refunded when you take your place in the heats. With any luck, there might still be a few places available, so it's worth calling. You must be aged 15 or over to enter the championships. Best of luck – and look out for us at the final!



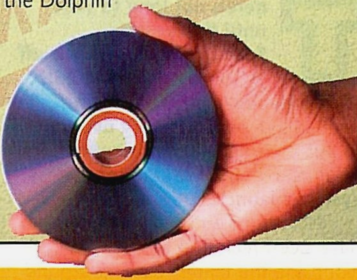
This is a pic of last year's event. None of the poor chumps here got the chance to win big bucks for playing games.

DOLPHIN SPEAK!

The ninth in our monthly guide to overly complicated Dolphin jargon...

No.9: Security

As Sony have learned to their considerable detriment, piracy is running rampant as a black-market trade with annual losses spread into the millions. The N64's cartridge format has several things going for it in that respect. Namely, the hardware required to decode the information is 'proprietary', meaning you had to cough up for expensive pieces of noodlery before you could engage in piracy. That said, the amounts of data are small enough that once you had the equipment, distribution of the data wasn't too hard. Dolphin's DVD medium will require another type of security entirely. The clever money is on microscopic perforations in the disc surface itself. These will be invisible to the naked eye, but if the Dolphin (or whatever the thing is to be called) doesn't detect said miniholes, then the flavour will most definitely not flood out. Seeing as most prospective pirates would have to use writeable DVD discs – a bit like CD-R ones – they wouldn't be able to copy those tiny perforations. And the culprits will be made to walk the plank. Aaarr!





TIPS HELPLINE 0906 466 4447

open 8am - 11pm, 7 days a week

Our team of hardcore gamers is on hand to help you out with any N64 game, including...

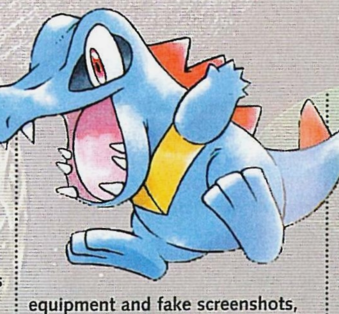
Perfect Dark • Donkey Kong 64 • Zelda: Ocarina Of Time • Pokémon Stadium • GoldenEye 007 • Jet Force Gemini • Super Smash Bros • WWF Wrestlemania 2000 • And loads more!

• Calls cost £1.50 a minute at all times. Charges appear on your standard telephone bill. All callers must be 16 or over, and should seek permission from the bill-payer before calling.
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• If we can't answer your question immediately, we won't keep you hanging on - give us 24 hours, ring us back, and we'll have the answer for you straight away.
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GO! GO!





POKÉDODGY

Pokémon... are counterfeited.

Nintendo have made an announcement about some curious happenings on auction websites. Some auctioneers are offering English-language versions of *Pokémon Gold* and *Silver*. Seeing as these won't be available until later in the year, the big N has wisely concluded that they are highly sophisticated forgeries. The profiteering counterfeiters have procured high-tech printing equipment and fake screenshots, plus they're also knocking out 'hooky' Nintendo seals of quality. If some Internet wideboy with an eyepatch and a wooden leg approaches you, we advise you to steer well clear.

POKÉMOVIE

Pokémon... are warming up.

Pokémon: the Movie 2000, at the time of writing, is just about to open in the States. Typically, details are scant at best. What confuses us is the film's curious choice of soundtrack artists: Donna Summer and Weird Al Yankovic, who's famous for sending up contemporary chart music. Card game makers Wizards of the Coast are pushing four new limited edition cards which (get this) will only be available in the cinemas. Now that's cheek.



There are more **SHORT CUTS** on page 14 GO! GO!



Spaceworld preview

RPGs set to steal limelight at Nintendo's games expo.



There's not long to wait until this year's Spaceworld show kicks off in Tokyo on August 25th, and Nintendo's in-house coding teams have been working overtime to get their new Game Boy Advance titles ready and playable for the system's launch.

Dozens of enthusiastic gamers have been recruited to work alongside the teams, earning around £5 per hour for the privilege of playtesting the first batch of GBA titles, the latest N64 games and possibly even a few early Dolphin games, too.

Among the GBA games set to wow the crowd is a new non-linear RPG from Camelot, which was originally going to appear on N64. Evidently someone thought that it would make a perfect GBA launch title, and Camelot's uncommonly speedy programmers (the company wrote *Mario Tennis* in less than eight months) set about converting it for the new handheld.

The other big GBA game we know about is an RPG called *Magical Vacation*, due for release next spring. The reason we're looking forward to *Magical Vacation* so much is because it's developed by Brownie Brown, a brand new Nintendo subsidiary founded by a group of ex-Square employees who worked on the fantastic *Secret of Mana*.

Spaceworld will also feature a rare sighting of HAL's legendary *Mother 3* RPG, part of the N64's original 1996 line-up and a game which all but vanished during one of the 64DD's many delays. *Mother 3* will now come on a standard N64 cartridge, and HAL's coders have been instructed that the game must be finished 'at all costs'. By all accounts, the team members are thoroughly sick of the constant problems they have encountered while devising the ambitious 3D role-player, and this is therefore likely to be the final chapter of the *Mother* series when it's released in Japan next March.

Some say Secret of Mana *remains one of the best games ever made.*





We'll believe Mother 3 *exists when we pick up our copy from the shop.*





Some Turok-style fogging there.

Men with guns were on hand to terrorise Nintendo's guests.

N64 Mag taken hostage

Datadyne thugs stage takeover at top hotel – no cheeses were harmed.

Last month we told you about the ubiquitous *Perfect Dark* beer mats and Joanna Dark toilet posters of Los Angeles. Well, not to be outdone, Nintendo's UK folks put on a special *PD* launch party with a surprising twist.

What began as a civilised wine-and-canapés gathering at London's smart Kensington Hilton hotel turned sinister when the lights went out and the assembled guests were herded at gunpoint out of the building and into a convoy of Datadyne vans. The final destination was a darkened warehouse filled with armed guards, lots of dry ice and the occasional burst of gunfire.

After the smoke had cleared away, abductees had the chance to play multiplayer deathmatches on a vast cinema projector, and we discovered the meaning of the hidden *PD* cheeses from members of Rare's team. We're sworn to secrecy, sadly, but if anyone's trying to find some kind of cheese-related cheat, we can confirm there's nothing at all like that in the game. Maybe.



NEW GOODS

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POKÉMON KEYRING LIGHT

Toy Shops • The High Street • Around £6

It never fails to amaze us that merchandisers can come up with new variations on the whole Pokémon-keyring thing. We've seen a dazzling array since the phenomenon landed on our shores, and here's another fine addition to the selection. Less a keyring, more a key shield. You crack it open, insert your chosen key and snap it back together again, leaving your key clad in a Pokémon suit. Lovely. Want more? Press a button on its side and a red light comes on, allowing you to find your keyhole in the dark, preventing embarassing key-fumbling action. So there you go.

80%

POKÉMON DOG TAGS

Electronics Boutique • The High Street • Around £3

Militaria. Big hit with Pokéfans, then. From the brass-band march-type theme from *Pokémon Stadium* to these new American army-style identity necklaces, there's nothing like a few military trappings to keep the troops entertained. With 151 Pokémon on offer, we're surprised to see you can only collect ten of these dog tags to complete your collection. They're solidly built, featuring two tags: one with the name of the Pokémon, one with a picture of the very monster. Nice. Slip 'em on under your Pikachu costume and you're away.

85%

POKÉMON MIX & MATCH DIGITAL WATCH

Wicked Ware • 01993 844885 • £7.99

Now here's something we could happily play with for quite a while. 'Tis only a watch, it's true, but you can swap around the straps and faces until your fingers go numb. Pikachu, Squirtle and Charmander have smoothly colour co-ordinated straps to go with them, but you don't have to make it all match up. We like those watches where you have to flip up the lid to read the time, and with three different tops, we like them thrice as much. The quality's okay, but the fastenings and buckles are plastic and might seem a little 'Christmas cracker'-esque to the more discerning Pokémaniac, but with this sort of value you can't complain.

89%

POKÉMON BEACH ADVENTURE

Dixons • The High Street • £10

Holiday season will, for the time being, mean that you can't haul your copy of *Pokémon Stadium* on vacation. Shame. Still, in the meantime this will do. People old enough to remember Polly Pocket probably won't be interested in this, so we'd better explain. Inside your little case nestles a miniature beach scene, replete with your very own Squirtle and Poliwag, so you can have them frolicking on an island or messing dangerously with a water wheel – whatever takes your fancy. The whole thing folds up to be very portable, and some of the bits are surprisingly intricate. To be frank, this is slightly shoddy – a little simple and too shiny for our liking.

80%

POKÉMON STICKER TREASURE KIT

Sandylion • www.sandylion.com • £8.99

Remember in those old Treasure Island-type stories when they'd eventually dig up the treasure chest only to find sand within? That's a little how we felt when we opened up our excellent lunchbox to find only a blank 'album' and a few sheets of stickers. Moreover, ours smelled like something had been asphyxiated with paint some weeks earlier in it. In fairness, we should point out that opinion is divided over the reek, but we're not all convinced. You get 100 allegedly re-stickable stickers, plus a fairly large album to compose scenes in. Get it for a smallish lunchbox, if nowt else.

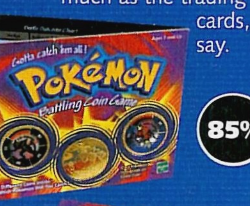
88%

POKÉMON BATTLING COIN GAME

Hasbro • 0800 328 7007 • £6.99

Now this is some quality merchandise. Like a special one-off memorial coin, you get three weighty golden nuggets adorned with pearlescent Pokémon. All very nice, but there's a straightforward game involved, too. You and a friend select your three coins, then spin them round. Oooh. Then match up the edges to see who's won. Mind you, if this is to catch on as a playground phenomenon, there'll be plenty of tears since the things are incredibly precious. They're each the size of a commemorative £5 coin, and almost as dear. Lovely, but unlikely to kick off as much as the trading cards, say.

85%





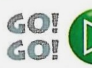
WIN! GOLDEN COINS!

We folks are fortunate enough to have laid our grabbing hands on three sets of the Pokémon Battling Coin Game. So, we're off home. (Whisper, whisper…). Oh, alright then. Here you go. Answer the following poser to get hold of a beautiful trio of golden sovereigns. Oh, one other thing. Collect 100 coins and you'll earn yourself an extra life. Maybe not.

Actor Tom Cruise delivered which of the following lines in the film Jerry Maguire?

a) "Show me the money!"
b) "Show me the honey!"
c) "Show me the monkey!"

Send answers on a postcard or sealed-down envelope to:
"My back is exceedingly hairy" Competition
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW
To reach us no later than 28th August.
And no multiple entries, if you please.

GO! GO!




SHIGSY SHOCKER

Mr Miyamoto... actually confirms something.

In a recent interview with Japanese gaming bible Famitsu, a shocking thing happened. Shigeru Miyamoto was asked if Dolphin will contain networking (ie. online) capabilities. We were waiting for "it's an intriguing possibility" or "we are looking into it" – as is the norm – but Shigsy came right out of left field to say Yes. A big, wholesome Yes. Hurrah!



WANT SOME FREE STUFF?

We've blagged some excellent hardware for five lucky readers a month.

Why? 'Cos we're nice like that. Simply visit www.wild-things.co.uk and register yourself there. A Mirage controller will be bestowed upon one lucky recipient a month, but no less than five runners-up can expect to find a Vibrapak with one meg of memory dropping onto their doorsteps, too. What more could you require, my friends? You'll be needing a secret code to access this offer, though. And, no, we're not going to find a way to say what it is. Oh, well, okay... Since you asked nicely, it's 'N64'.

RETROWORLD

Meet the wispy-haired OAPs of the Nintendo family.





INTERNATIONAL SUPERSTAR SOCCER

Konami • 1995

Back when the Nintendo 64 was just a twinkle in Mr Yamauchi's eye, Konami set about redefining the console footy game with *International Superstar Soccer* on the SNES – and the series proved a *FIFA*-beater even then.

Despite its old age, *International Superstar Soccer* is immediately recognisable as the great grand-daddy of the N64's own *ISS* titles. The side-on perspective was identical, the fluid sprint-pass-shoot ball control system was the same, and the animation on the international superstars themselves was astonishingly ahead of its time. Being the mid-'90s, Konami had to do without a roster of fancy 3D effects, but the 2D sprites of the footballers managed to animate their way through a bewildering array of dribbles, shimmies, tackles and skills. The over-the-top dives of the more scurrilous continental players, in particular, were faultless.

Even with just a D-pad and six buttons to play with, *International Superstar Soccer* offered match after match of liquid football, with chips, through balls and breathtaking shots flowing together beautifully right up until the screen-filling 'GOAL!' message. Konami's ingenious Scenarios also made their debut appearance, with 12 one-sided internationals available to try and turn around in the closing seconds. Unlike *ISS64* and *98*'s scenario, these weren't based on real-life tournaments (Martin raised an eyebrow at the possibility of Romania *ever* being 3-1 up against Argentina), but were easily as nightmarish.

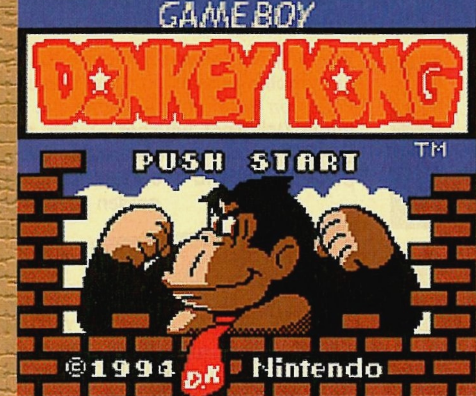
Without an official tournament licence – hence the vague 'International Cup' and 'World Series' modes – *ISS* inevitably suffered poor sales compared to *FIFA 95*. A real shame that – especially as so many folk missed out on the cheat that turned the linesmen into barking mutts.

DONKEY KONG '94

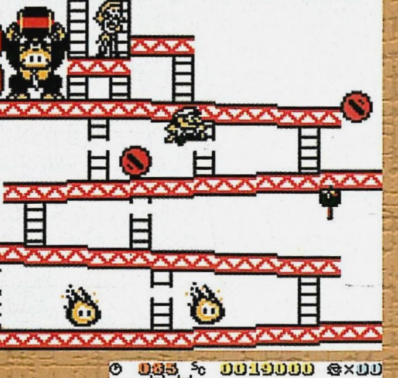
Nintendo • 1994

After the travesty that was *Donkey Kong 3* in the arcades (reviewed in Retroworld **N64**/44), it took a while for Nintendo to finish licking their wounds and finally revisit the '70s exploits of Mario, Kong and Pauline. The Game Boy title they delivered, though, was well worth waiting for.

Donkey Kong '94, the black-and-white update of 1978's *Donkey Kong*, began with a series of levels stolen straight from the original coin-op. But with Nintendo staffers able to innovate in their sleep, it only took until screen four for *DK94* to up the ante with a series of more puzzly ladders-and-girders levels. The new stages featured keys to collect, springs to bounce on, wandering enemies to avoid and carelessly-discarded pressies – such as jewellery, umbrellas and hats – to deliver to the lovely Pauline after rescuing her from the pectoral-pounding ape.



It was a radical diversion from the original *Donkey Kong* – Mario was handed a host of new powers for his puzzle-based adventures – but the trickiness of each level was a suitable homage to the crucifying difficulty of the original *Donkey Kong* arcade game. Nintendo threw several minigames into the cart to keep things interesting, including the obligatory life-replenishing fruit machine sub-game, and the animation on Mario as he clambered his way up towards his love was some of the best yet on the diddy handheld machine.



Donkey Kong 94 was also one of the first games compatible with the Super Game Boy add-on, allowing you to plug it into a SNES and play it up on the big screen, painting over the borders and backdrops to your heart's content. A real retro beauty.


new caribbean style
Sunny Delight
new caribbean
reach for the
sun
and on you go.

Q & A

How does it work?
Rows of tiles rise up and can only be cleared by swapping pairs to match up lines of three or more like-coloured blocks.

And what are those Pokémon there for?
Mainly just to jig about, but players choose three monsters prior to each match so maybe there'll be some one-off Pokémon attacks.

Plenty of one-player modes?
Puzzle University, Mimic Mansion, Pokémon Spa, Time Zone and Marathon Field so far. How they'll play, though, is a mystery.

The multiplayer's 'the thing', though?
It's top fun. PPL borrows New Tetris's ability to dump cleared tiles onto your opponent's screen, leading to much fist-shaking and foot-stomping.

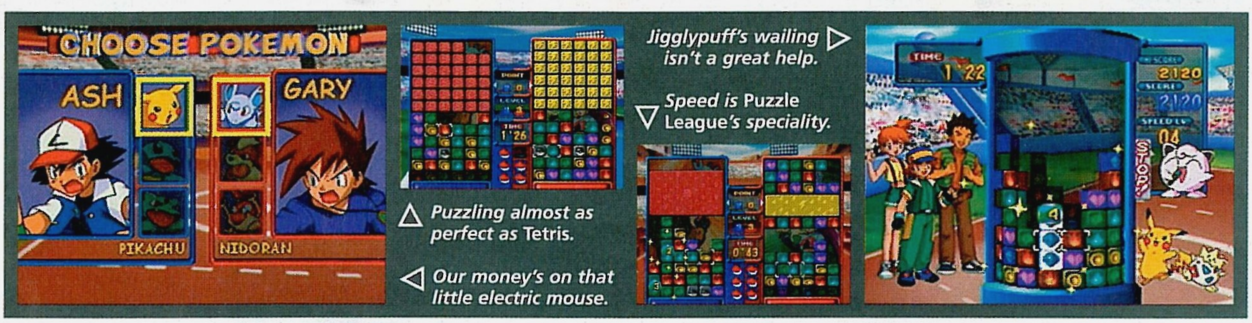
INFO BURST

POKÉMON PUZZLE LEAGUE	
FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
Sep 24	Dec	Sept

ANTICIPATION RATING: 4/5



Jigglypuff's wailing isn't a great help.

Speed is Puzzle League's speciality.

Puzzling almost as perfect as Tetris.

Our money's on that little electric mouse.

Pokémon Puzzle League

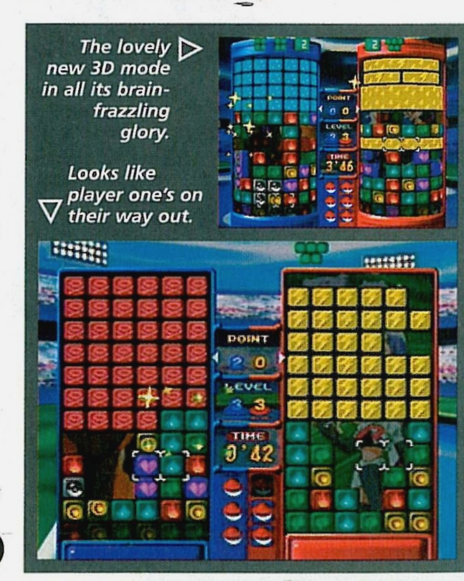
Psyduck-style brain hurt guaranteed.

Nintendo are randomly shuffling their release schedule on an almost daily basis of late, so it's not too surprising to see *Pokémon Puzzle League* inexplicably slip back to a Christmas launch in the UK – despite the game looking all but finished from these new shots.

Like most *Tetris*-style puzzlers, *Puzzle League*'s strength lies in its two-player duel mode – dubbed 'Main Stadium' – with you and an opponent battling frantically to keep your screen from clogging up with coloured blocks. But the game also comes with its fair share of one-player games, including a *Bust-a-Move*-style puzzly marathon, and Ash's main quest to test his skills against 16 trainers, eventually securing him the prized title of Pokémon Puzzle Master. Given *Puzzle League*'s eye-popping pace, it's not an easy prospect.

Along with the simple 2D puzzle mode – based on the SNES/Game Boy classic *Tetris Attack* – there's an innovative 3D mode exclusive to *Pokémon Puzzle League*. The block-filled well morphs into a cylinder, meaning you'll need to keep track of twice as many blocks as usual, but with almost half hidden from view at any one time. It's not unlike *Tetrisphere*'s tricky slant on the original *Tetris*, but this time with the added attraction of Pikachu, Togepi and the rest beaming out from behind the blocks.

Other than that, Nintendo have left the *Tetris Attack* template largely unchanged for *Puzzle League* – although, with a Game Boy Color version on the cards, we'd lay money on a hefty dollop of monster-swapping Transfer Pak action. More in a few months' time.


The lovely new 3D mode in all its brain-frazzling glory.

Looks like player one's on their way out.



Kazooie can drag Banjo into the sky or fly all by himself.

It's Sausage Monster and Daisy Monster – they make us giggle.

Another level based on the intestines of a giant monster? How very original.

The second witch usually avoids parties – she's got no body to go with. Ha!

Look at the size of the levels. Un-bee-lievable.

Help Kazooie fly even higher by dumping the bear on the ground.

Kazooie's sucker boots help her avoid slipping on ice.

Bear-based bumper car game, here we come.

Banjo-Tooie

A slew of new shots to 'paw' over.

Rumours are currently flying this way and that about a possible *Banjo-Tooie* release delay. But, while Rare have all but admitted that at least one of their N64 games will be shunted back to 2001, we're confident *B-T* will arrive in plenty of time for Chrimbo.

In the meantime, Rare have spewed forth another revealing batch of screenshots, and they're by far the most jaw-dropping to date. With complete freedom to fly high over any of *Banjo-Tooie*'s colossal levels – in the form of a pterodactyl, bee or Kazooie herself – there are some truly awe-inspiring sights on offer, including a vast frozen island complete with working oil rig, and an Everest-sized grassy alpine mountain, surrounded at its peak by small platforms floating on nearby clouds.

Elsewhere, it looks like we're destined for lots more underwater, lava, and inside-the-belly-of-a-giant-monster levels, but they'll easily be the best-looking on the N64 so far.

We've also had our first glimpse of *Banjo*'s multiplayer. The full cast of one-player characters is available for deathmatching, each with an egg-spitting bird tucked under their arm for blasting purposes, and the crispness of the visuals is staggering. Take a peek around the page for more – just try to keep your tongue inside your mouth. More next month.

Q & A

It all looks very *Donkey Kong 64*.
Admittedly, the environments are similar to DK64's – the Mayan temple, for example, is all but identical to the building from Donkey Kong's Aztec stage, and there's a mechanical level that's very Frantic Factory-esque. But Banjo-Tooie's levels are brain-frazzlingly big, and look stunning even without the Expansion Pak's help.

Is Gruntilda back?
Possibly. The only hint we've had of the game's plot so far is a peek at a cut-scene involving three witches (one thin, one fat, and a third who's – horribly – just a skeleton) and Gruntilda's ex-sidekick. They'll be up to no good, then.



There'll be new enemies, right?
Right. Ghostly white monsters roam the ice worlds, club-wielding pirates infest the insides of a skyscraper-sized creature, and the glistening underwater worlds are choc-a-block with explosive pufferfish. Additionally, angry-looking patchwork dinosaurs and lava monsters with detachable limbs are on hand to act as imposing end-of-level bosses.

INFO BURST

BANJO-TOOIE

FROM:	Rare
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

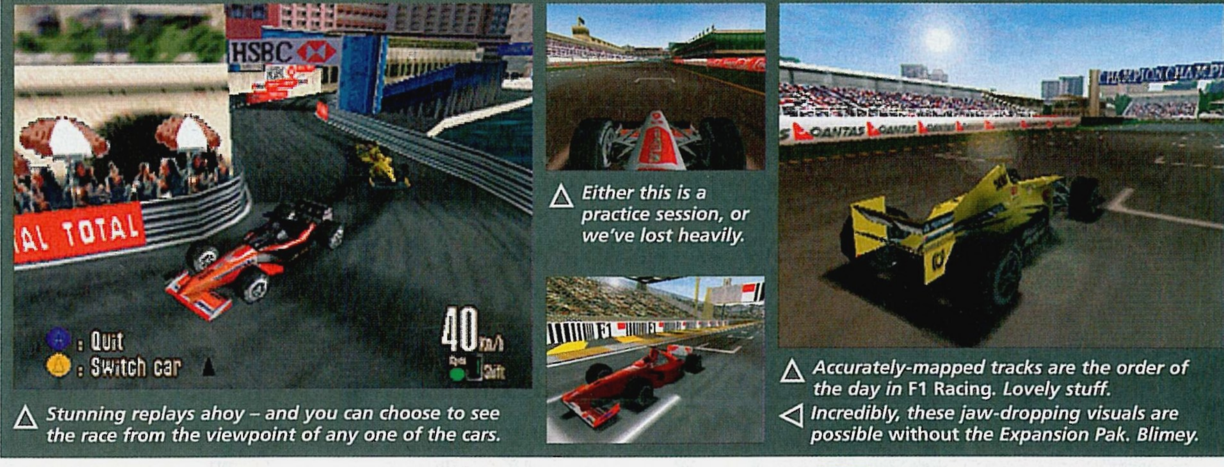
WHEN'S IT OUT?

US	UK	Japan
Oct	Nov	TBA

ANTICIPATION RATING: 5/5







Stunning replays ahoy – and you can choose to see the race from the viewpoint of any one of the cars.

Either this is a practice session, or we've lost heavily.

Accurately-mapped tracks are the order of the day in F1 Racing. Lovely stuff.

Incredibly, these jaw-dropping visuals are possible without the Expansion Pak. Blimey.

F1 Racing Championship

One for all and all F1.

Originally slated for an Easter release, *F1 Racing Championship* – the follow-up to Ubi Soft's creaky *Monaco Grand Prix* – has since slipped into 'development hell' as the folk at Videosystem tweak, tinker and twiddle to create the definitive F1 experience.

Finally, though, *F1 Racing Championship* is approaching completion, and it looks simply incredible. The 16 tracks – all based on the 1999 FIA season, save for the spanking new Indeanapolis and Malaysia circuits – are all but identical to their real-life counterparts, and rendered in deliciously crisp medium-res without once asking for the Expansion Pak's help. The claustrophobic skyscraper-lined hairpin bends of Monaco are spot-on, accurate sponsorship banners line every track – even the various exotic harbours that the cars scream past feature docked liners and speedboats.

The racing itself easily matches the thrills and spills of Paradigm's rival racer, *F1 World Grand Prix*, with perfectly fine-tuned handling that allows you to screech around corners, nip in and out of the pack with ease, and even pull off a nerve-shattering 720° spin in the pouring rain. There's a superb sensation of speed throughout *F1 Racing Championship* – especially if you switch the fully-customisable camera to peer from the driver's eyes – and the unnerving intelligence of the rival racers makes for racing thrilling enough to send Murray Walker's voice straying into dog whistle territory.

Chuck in a two-player mode that's as fast, attractive and smooth as its one-player counterpart, and you're left with a racer that's itching to steal away *F1 World Grand Prix*'s crown. We're a little concerned about the sluggish menus and frequent loading delays, but otherwise *F1 Racing Championship* is simply stunning work from the folks at Videosystem. More next month.



Overtaking on a bend – forbidden by the Highway Code.

Lots of ads for Shell and Qantas, but none for fag makers.

Frentzen's ready for the off after a record wheel change.

Q & A

Plenty for amateurs?
Yep – F1 Racing Championship comes complete with an Arcade Mode, which is just that – you can glue your finger to the accelerator and still take corners or overtake at 270kph. The Simulation Mode, where touching the grass or nudging another driver will scupper your race, is for experts only.

Anything else for anal F1 fans?
Cars are fully customisable, with wings, suspension, steering, brakes and gear ratios all tinkerable. The menus are heavily picture-driven – Videosystem have clearly worked hard to make this the clearest and most user-friendly F1 racer to date.



More modes!
The 'Pick Up & Play' mode is a fantastic addition, throwing you straight into an Arcade race with specific checkpoints, time limits and mission objectives – such as finishing in a certain position or beating a particular driver.

So the forecast is good?
Yep – although watch out for rainy, thundery and snowy conditions during races.

INFO BURST

F1 RACING CHAMPIONSHIP	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	Sept	TBA

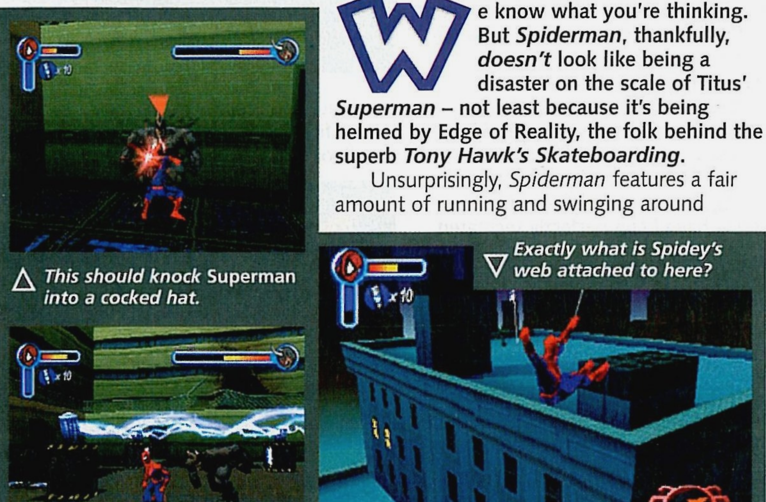
ANTICIPATION RATING: 4/5

Spiderman

Look out! Here comes the Spidermaaaan.



△ What's his spider sense telling him here? 'Run'?



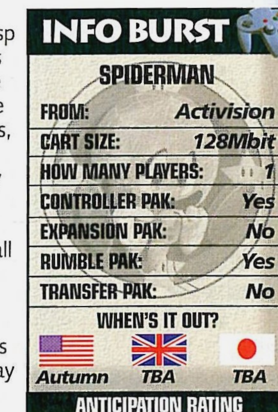
△ This should knock Superman into a cocked hat.

▽ Exactly what is Spidey's web attached to here?

We know what you're thinking. But *Spiderman*, thankfully, *doesn't* look like being a disaster on the scale of Titus' *Superman* – not least because it's being helmed by Edge of Reality, the folk behind the superb *Tony Hawk's Skateboarding*.

Unsurprisingly, *Spiderman* features a fair amount of running and swinging around Manhattan, spinning webs and catching thieves just like flies, but there's also a liberal sprinkling of *Perfect Dark*-style stealth. Using an updated *Tony Hawk*'s engine, it's already looking fabulous, with beautifully crisp scenery that comes alive with real-time lighting as guns are fired and explosives, er, exploded.

Edge of Reality are striving not to upset fans of the comics, so expect all the most famous baddies – Venom, Carnage, Dr Octopus and others – to cackle their way through the game, too. We'll have more next month.



INFO BURST

SPIDERMAN	
FROM:	Activision
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn	TBA	TBA

ANTICIPATION RATING: 4 of 5

Q & A

Looking good...
Indeed. Spiderman looks almost Zelda-like at points, with bands of giant lizardesque monsters attacking the catsuited hero, and levels that stretch for miles. The gigantic cities, bathed in sunset, are stunning.

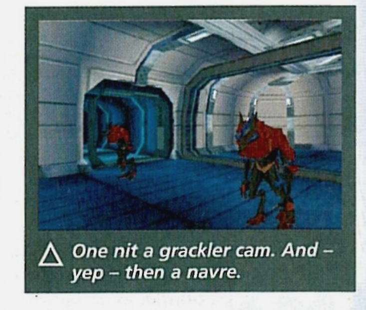
Are all Spidey's abilities intact?
Yes. Your wrist-mounted web gun creates spikes, solid balls, web domes and sticky webs, and Spidey can crawl up walls, swing between rooftops and tune in to his infamous 'spider sense'.

So you really can do whatever a spider can?
Apart from the bit where you're set on fire by some kid with a magnifying glass, yes.



Roswell Conspiracies

The truth is out there.



△ One nit a grackler cam. And – yep – then a navre.



Logan's taller than Mark in his '10ft giant' days. ▽

Based on a yet-to-be-screened TV animation and saddled with the full title of *Roswell Conspiracies: Aliens, Myths and Legends*, Red Storm's supernatural third-person adventure has finally revealed a little about itself.

Slipping into the shoes of the Fox Mulder-alike detectives of the Global Alliance – including Agent Nick Logan, the main star of the TV show – it's your job to punch and kick your way through hordes of werewolves, mummies and vampires, who – bewilderingly – are actually extra-terrestrial aliens in disguise.

The levels are suitably gothic, and filled with hideous mythical monsters just begging for a beating, but every object comes with an impressive 2D texturing technique which gives *Roswell*'s world a hand-drawn look that closely matches the cartoon series.

With a hefty dollop of puzzling, a range of 'hi-tech weapons' to employ, and an emphasis on stealth to keep your activities hidden from panicky bystanders, *Roswell Conspiracies* isn't looking bad at all. More next month.

INFO BURST

ROSWELL CONSPIRACIES	
FROM:	Red Storm
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	Yes
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	TBA	TBA

ANTICIPATION RATING: 3 of 5

Who exactly are the Global Alliance?
A secret band of alien-hunters, comprising police officers, soldiers, FBI agents (naturally) and members of the SAS – so expect plenty of hopelessly off-kilter British accents. Nick Logan isn't the most important member, but – from what we've seen so far – he'll be the only one you actually get to control.

Moody stuff, then.
Yep, but don't expect violence of Resident Evil 2 proportions. Both the cartoon and the game are targeted at youngsters, so you'll be knocking out monsters rather than killing them, and watching 'bodies' disappear as soon as they're rendered unconscious.

How many levels?
A pretty impressive 40 in all, spread over six separate environments, including sewers, train stations and roomy alien spaceships – basically everywhere you'd expect to find a band of evil aliens wearing Dracula suits.





Scooby Doo

All aboard the Mystery Machine.

So far, *Scooby Doo! Classic Creep Capers* is just 20-30% complete, but the digital adventures of Shaggy, Scoobs, Daphne and the rest of the crime-busting clan already look set to faithfully recapture that mildly embarrassing '70s cartoon vibe.

In the role of monster-chinned, bell-bottomed coward Shaggy – closely followed by his lolloping talking mutt – your job is to solve all kinds of 'I can't believe it's Mr Hetherington, the retired owner of the old mine!'-style mysteries.

Bizarrely, developers Terra Glyph have opted for *Resident Evil*-esque 'survival horror' action, using atmospheric camera angles and heart-stopping set-pieces to up the 'Yoinks!' factor as Shaggy and Scooby tip-toe their way through the game's creepy mansions.

Unlike *Resi 2*, everything in *Classic Creep Capers* is rendered in proper 3D, and the trademark foibles of the main characters – Shaggy's ineffective scampering, Daphne's hands-on-hips slinkiness – have been perfectly recreated.

We'll hunt out more just as soon as we've finished scrabbling around on the floor for our glasses.



INFO BURST

SCOOBY DOO	
FROM:	THQ
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	No
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn	TBA	TBA

ANTICIPATION RATING: 3/5



Knowing Shaggy, we'd wager he isn't entirely comfortable in this situation.



Let's hope Scrappy Doo isn't hiding in there somewhere.

The sandwich-making sub-game is brilliant – if woefully primitive – fun.

Q & A

'Run, Scoobs, run!'
Yep, there's certainly plenty of that. The game keeps track of Shaggy's 'courage' via a picture of his face in the corner of the screen – the more damage he takes, the panickier he'll look, but grab yourself a Scooby Snack and you can replenish Shaggy's health.

Any funny moments?
There's a hilarious sandwich-making sub-game, based heavily on Scooby and Shaggy's cartoon exploits. Scoobs hurls ingredients out of the fridge, while Shaggy attempts to build a monster 'sub' by catching the bits and pieces in his hands.

Proper speech?
Yes, and, excitingly, all voiced by the original Scooby Doo voice actors.

Roooby-rooby-rooooo!
Precisely.

Donald Duck

Bills, bills, bills.

Martin caught a brief glimpse of this promising-looking platformer at E3 back in April, but since then we've been able to take the disgruntled duck for an extended spin in a near-complete version of *Donald Duck: Quack Attack.*

The game combines elements of *Tarzan*, *Taz Express* and Ubi Soft's own *Rayman 2*. For the most part, Mr Duck runs, jumps, falls, collects coins and bounces on enemy bonces like every other platforming hero before him. The levels take in *Yoshi's Story*-style 2D-cum-3D environments including smart '50s houses, sewers and city streets, but there are regular sections where the camera flips to face Donald's flustered features while he scampers away, Indiana Jones-style, from out-of-control trucks and fast-paced Frankenstein's monsters.

So far, *Quack Attack* is a typical Disney platformer – solid, but inexplicably content to re-use a formula that hasn't changed for ten years. Hopefully, the ingenious 'mood' system and varied stages can help Donald avoid the *Tarzan* route to mediocrity.

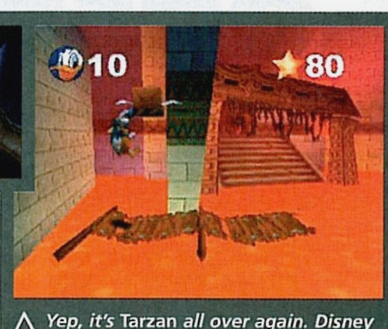
INFO BURST

DONALD DUCK QUACK ATTACK	
FROM:	Ubi Soft
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Autumn		TBA

ANTICIPATION RATING: 3/5



Yep, it's Tarzan all over again. Disney really are a lazy old bunch.

Disney's tiresome 'running out of the screen' stages are back. 'Yay'.

Q & A

What's this 'mood system'?
Intriguingly, Ubi Soft are promising levels where 'things do not happen as planned'. Donald changes his mood accordingly – from frustration, through agitation to exhaustion – thereby altering your objectives.

Big game?
24 levels, all rendered using an updated version of the Rayman 2 engine. In keeping with the cartoons, the characters and scenery come complete with thick black outlines.

Any speech?
Erm, yes, but it's not finalised yet. Hilariously, the developers are filling in at this stage, so Daisy Duck is voiced by a disinterested middle-aged American male.

NEW PICS NEW PICS NEW PICS NEW PICS NEW PICS



One of the hugely damaging magical attacks. Pretty, no?

Win the day by choosing the most appropriate troops for battle.

Ogre Battle 64

It's happening all ogre again.

We know this: there's definitely an English translation of *Ogre Battle* on the way to the US. What we *don't* know is if it'll make the trip to Blighty – but having already been wowed by the Japanese version back in N64/34, we're crossing fingers *and* toes.

Like its SNES ancestors, *Ogre Battle 64* is similar to a real-time strategy game, but in a slower, more manageable way. Your army consists of small bands of fighters – comprising no more than nine troops at a time – who head off around the map according to your orders and wage war against the evil Empire. They don't require your help to actually fight, though, so aside from fiddling with tactics and rearranging your units' positions for maximum aggressiveness, your job's limited to gorging on the action-packed fights that kick off all over the shop.

Ogre Battle's drawn out journey from Japan to the US has been largely due to the sheer amount of text crammed into the game. Along with the RPG element that kicks in when your troops trot into towns, scores of incredibly lengthy cut-scenes between missions, and a frightening depth to the battle planning screens, there's a fully-fledged tutorial mode *and* tons of practice missions, all of which have needed translating into English. Youngsters beware – *Ogre Battle*'s adult theme and sweary characters mean it's guaranteed a restrictive ELSPA rating.

We gave the Japanese version of *Ogre Battle* a healthy 82%, hinting that its beautiful backdrops and comprehensive, challenging strategy play had the potential to score even more highly in English form. Here's praying for a release in the UK.



Turn-based they may be, but the battles are still supremely quick.

Vikings – renowned for their sense of humour.

Q & A

What's the story?
You play Magnus Gallant, a young recruit in the Palatinean Army. Disillusioned with the oppressive regime of the Holy Lodis Empire, and the treatment of Palatinus' lower classes, he leads a revolution against the Empire.



Blimey. A big old quest, then?
43 missions in all, each of which takes place on its own colossal map. The worlds are crammed with secret items and bonus fights that you'll discover if you wander off the beaten track – but with the opportunity to save the game only occurring after every two or three stages, it's risky.

Fun fighting?
Yep – especially as every character can use a summoning spell that drags fire, earth, water, wind, virtue or bane spirits into the fray. Using the magical moves of two soldiers in unison allows for strong combination spells.



INFO BURST

OGRE BATTLE 64	
FROM:	Nintendo
CART SIZE:	320Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	No
TRANSFER PAK:	No

WHEN'S IT OUT?

US	UK	Japan
Sept	TBA	Now

ANTICIPATION RATING

AN EAR TO THE GROUND

Stunt Racer's back! After being unceremoniously dumped by Midway, who were presumably wary of the gorgeous futuristic racer affecting sales of the similar *San Francisco Rush 2049*, the game has now reappeared on the publisher's release schedule. The optimistic coders at Boss Games never actually halted development, so the game's release is still on track for a couple of months' time.



Japan won't be experiencing the breathtaking thrills of **Ridge Racer 64**, as Namco have decided not to release their superb racing game over there. Given the utterly depressing UK and US sales figures, we don't blame Namco for their lack of confidence. In a similar vein, our spies suggest that Namco's upcoming **Ms Pac Man Maze Madness** might also not see the light of a Japanese day.

Bear-bird platformer **Banjo-Tooie** isn't the only inmate at Camp Rare to be the subject of nasty rumours. **Dinosaur Planet**, **Mickey's Speedway USA** and **Conker's Bad Fur Day** – currently clogging up the December end of Nintendo's release schedule – are apparently all set to be shunted back to early 2001. Rare won't confirm or deny this, but they have admitted that "it would be unfair of us to offer an unconditional guarantee that all four games will see the light of day before 2001 – we're only human after all".

Finally, there's growing speculation that the final name for Nintendo's Dolphin is 'Star Cube'. Nintendo have registered the name at the patent office, *and* reserved www.starcube.com on the Internet. The word is that all will be revealed - including demos of 'Star Cube' games and a first glimpse of the console's controller – at a press conference on 24th August, the day before Nintendo's Space World show begins in Japan. We can't wait...

PLANET 64 INFORMATION station

chart updates • release list
most wanted • most played

Planet 64 Information Station is your one-stop spot for tracking release dates of forthcoming titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them with your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Position	Title	Publisher	Released	Movement	N64 review
1	Perfect Dark	Rare/Nintendo	Released 06/00	Non-mover	Issue 42 96%
2	Pokémon Stadium	Nintendo	Released 04/00	Non-mover	Issue 41 90%
3	The Legend of Zelda	Nintendo	Released 12/98	Non-mover	Issue 24 98%
4	Turok: Rage Wars	Acclaim	Released 11/99	Last month's chart position – 5	Issue 35 87%
5	Track & Field 2000	Konami	Released 04/00	Last month's chart position – 4	Issue 41 86%
6	South Park Chef's Luv Shack	Acclaim	Released: 12/99	Re-entry	Issue 36 83%
7	F1 World GP	Nintendo/Paradigm	Released: 09/98	Last month's chart position – 9	Issue 20 93%
8	Operation Winback (NEW!)	Virgin	Released 04/00	New entry	Issue 41 83%
9	Taz Express (NEW!)	Infogrames	Released 06/00	New entry	Issue 43 27%
10	Star Wars Episode I: Racer	LucasArts/Nintendo	Released 07/99	Re-entry	Issue 30 88%

Top 5 Import chart

Source: CA Games (0141 334 3901)

Position	Title	Publisher • Genre	N64 review
1	Perfect Dark	Rare/Nintendo • ACT	Issue 42 • 96%
2	Kirby 64: The Crystal Shards	Nintendo • ACT	Issue 45 • 72%
3	Zelda: Majora's Mask	Nintendo • ACT/RPG	Issue 43 • 95%
4	Fighter Destiny 2	SouthPeak Interactive • FGT	Issue 45 • 85%
5	Starcraft 64	Nintendo • STG	Issue 45 • 78%

N64 5 Most played / 5 Most wanted — Readers 5 Most played / 5 Most wanted

	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	Perfect Dark — Rare/Nintendo, ACT — Issue 42 • 96%	Zelda Majora's Mask — Rare/Nintendo, ACT/RPG — JPN: Now, UK/US: November	GoldenEye — Rare/Nintendo, ACT — Issue 9 • 94%	Perfect Dark — Rare/Nintendo, ACT — UK: Now, USA: Now
2	Pokémon Snap — Nintendo, ETC — Issue 45 • 80%	Mario Tennis — Rare/Nintendo, SPT — JPN: July, UK: December	DK64 — Rare/Nintendo, ACT — Issue 36 • 93%	Zelda Majora's Mask — Nintendo, ACT/RPG — JPN: Now, UK/US: November
3	Excitebike 64 — Nintendo, RAC — Issue 43 • 90%	Banjo-Tooie — Rare/Nintendo, ACT — UK: November, USA: November	Legend of Zelda — Nintendo, RPG — Issue 24 • 98%	The World is Not Enough — EA, ACT — UK: October 31st, USA: October 31st
4	NBA Courtside 2 — Nintendo, SPT — Issue 44 • 87%	Conker's Bad Fur Day — Rare/Nintendo, ACT — UK: December, USA: December	Smash Bros — Nintendo, FGT — Issue 36 • 90%	Turok 3 — Acclaim, ACT — UK: September 1st, USA: September 1st
5	GoldenEye 007 — Rare/Nintendo, ACT — Issue 9 • 94%	Paper Mario — Nintendo, RPG — US: September, UK: October	WWF 2000 — THQ, FGT — Issue 36 • 90%	Mario Tennis — Nintendo, SPT — JPN: July, UK: December



ULTRA RELEASE LIST

The latest information on every N64 and confirmed Dolphin game currently in development world-wide – updated monthly.

Easy-to-spot UK release dates – just look for the titles in a dark blue bar!

• Nintendo 64

August

Game name	Publisher	Type	Country
Mario Tennis	Nintendo	SPT	US
Seadoo Hydrocross 2001	Vatical	SPT	US
Sydney 2000 Olympics	Eidos	SPT	UK
Taz Express	Infogrames	ACT	UK

September

Game name	Publisher	Type	Country
Aidyn Chronicles	THQ	RPG	UK
Blues Brothers 2000	Titus	ACT	UK
Duck Dodgers	Infogrames	ACT	US/UK
F1 Racing Championship	Ubi Soft	RAC	UK
Hercules: Legendary Journeys	Titus	ACT	UK
ISS Millennium	Konami	SPT	UK
Kirby 64	Nintendo	ACT	UK
Mia Hamm Soccer 64	SouthPeak	SPT	US
Ogre Battle 64	Nintendo	RPG	US
Paper Mario	Nintendo	RPG	US
Pokémon Snap	Nintendo	ETC	UK
San Francisco Rush 2049	Midway	RAC	US
Tom and Jerry	Mattel	ACT	US
Turok 3: Shadow of Oblivion	Acclaim	ACT	US/UK
VR Powerboat	Vatical	RAC	US

October

Game name	Publisher	Type	Country
Donald Duck: Quack Attack	Ubi Soft	ACT	US
Eternal Darkness	Nintendo	ACT	US
Excitebike 64	Nintendo	RAC	US/UK
Mario Party 2	Nintendo	TAB	UK
Paper Mario	Nintendo	RPG	UK
Riqa	Nintendo	ACT	US/UK
San Francisco Rush 2049	Midway	RAC	UK
Starcraft 64	Nintendo	STG	UK
The World is Not Enough	Eurocom/EA	ACT	US/UK

November

Game name	Publisher	Type	Country
Banjo-Tooie	Rare	ACT	US/UK
Eternal Darkness	Nintendo	ACT	UK
Mickey's Speedway USA	Nintendo	RAC	US/UK
Rugrats in Paris	THQ	TAB	US
Zelda: Majora's Mask	Nintendo	RPG	US/UK

December

Game name	Publisher	Type	Country
Conker's Bad Fur Day	Nintendo	ACT	UK/US
Dinosaur Planet	Rare	ACT	US/UK
Hey you, Pikachu	Nintendo	ETC	UK
Mario Tennis	Nintendo	SPT	UK
Pokémon Puzzle League	Nintendo	ETC	UK
WWF No Mercy	THQ	FGT	UK

2000/TBA

Game name	Publisher	Type	Country
Army Men: Air Attack	3DO	ACT	US/UK
Army Men: Sarge's Heroes 2	3DO	ACT	US/UK
Batman of the Future	Kemco	ACT	US/UK
Bomberman: The Second Attack	Hudson	ACT	US/UK
Catroots	Nintendo	ACT	UK
California Speed	Midway	RAC	UK
Cruis'n Exotica	Midway	ACT	US/UK
Custom Robo	Nintendo	ACT	US/UK
Die Hard 64	Fox	ACT	US/UK
Donald Duck: Quack Attack	Ubi Soft	ACT	UK
Doshin the Giant (64DD)	Nintendo	ETC	JPN
Doshin the Giant 2 (64DD)	Nintendo	ETC	JPN
Fire Emblem 64	Nintendo	RPG	JPN
Frogger 2	Hasbro	ACT	US/UK
F-Zero Expansion Kit (64DD)	Nintendo	RAC	JPN
Glover 2	Hasbro	ACT	US/UK
Indiana Jones and the Infernal Machine	LucasArts	ACT	UK
Indy League Racing	GT	RAC	US/UK
Indy Racing 2K	Paradigm	RAC	UK
Jeff Gordon Racing	ASC Games	RAC	US
Kasparov Chess	Titus	SPT	US/UK
M&M Adventure	TBA	ACT	ALL
Madden NFL 2001	EA	SPT	US
Magic Flute	Sunsoft	ACT	JPN
Major League Soccer	Konami	SPT	US/UK
Mega Man 64	Capcom	RPG	UK
Mini Racers	Nintendo	RAC	US/UK
Mission: Impossible 2	Infogrames	ACT	UK
Mother 3	Nintendo	RPG	JPN
Ms. Pac-Man Maze Madness	Namco	ACT	US
Mysterious Dungeon	Chunsoft	RPG	US/UK
NFL Blitz 2000	Midway	SPT	UK
Polaris SnoCross	Vatical	RAC	US
Rally Challenge 2000	SouthPeak	RAC	UK
Rat Attack	Mindscape	ACT	US/UK
Resident Evil Zero	Capcom	ACT	ALL
Roswell Conspiracies	Redstorm	ACT	US/UK
Scooby Doo Classic Creep Capers	THQ	ACT	UK
Seadoo Hydrocross 2001	Vatical	SPT	UK
Shadowgate	Kemco	RPG	US
Smurfs 64	Infogrames	ACT	UK
Spiderman	Activision	ACT	US/UK
Star Wars: Battle for Naboo	Factor 5	ACT	UK
Ultimate War (64DD)	Seta	STG	JPN
Viewpoint 2064	Sammy	ACT	US
V.I.P.	Ubi Soft	ACT	US
Wild Water Championships	Interplay	RAC	US/UK
Wildwaters	Ubi Soft	ACT	US/UK

• Dolphin

Game name	Publisher	Type	Country
Army Men	3DO	ACT	ALL
Austin Powers*	Rockstar	ACT	US/UK
Batman*	Ubi Soft	ACT	US/UK
Castlevania*	Konami	ACT	US/UK
Disney 3D Adventure*	Rare	ACT	ALL
Donald Duck*	Ubi Soft	ACT	US/UK
First-person shooter*	Saffire	ACT	US/UK
Inspector Gadget	Ubi Soft	ACT	US/UK
ISS Dolphin*	Konami	SPT	US/UK
Jacques Villeneuve Racing Game*	Ubi Soft	RAC	US/UK
Jungle Book Rhythm & Groove	Ubi Soft	ETC	US/UK
Killer Instinct 3	Rare	ACT	US/UK
Lylat Wars 2*	Nintendo	ACT	ALL
Mario Kart*	Nintendo	RAC	ALL
Music*	Codemasters	ETC	US/UK
NBA Courtside	Nintendo	SPT	ALL
Perfect Dark 2	Rare	ACT	ALL
Picassio	Promethean	ACT	ALL
Pokémon X	Nintendo	ETC	ALL
Resident Evil Game*	Capcom	ACT	ALL
Robocop*	Titus	ACT	US/UK
Saffire	Saffire	ACT	US/UK
Shadowman 2	Acclaim	ACT	US/UK
Skyfall Midwinter Year Zero	Blade	ACT	ALL
Super Mario 64 2	Nintendo	ACT	ALL
The Road to El Dorado	Ubi Soft	ACT	US/UK
Thornado	Factor 5	ACT	US/UK
Title Defense	Climax	FGT	US/UK
Top Gear Rally*	Boss Games	RAC	US/UK
Turok*	Acclaim	ACT	US/UK
Zelda*	Nintendo	RPG	ALL

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
STG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

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PLANET 64 INFORMATION station

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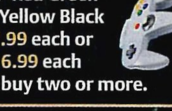
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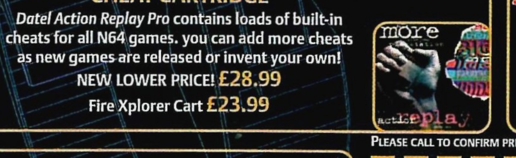
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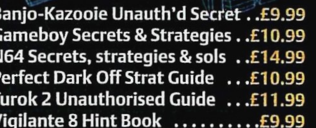
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Mark our words – Tikishi's going to fall off those ropes any second, and then there'll be tears.

As the song says: he ain't heavy, he's... oh, hang on a minute, no – he is heavy, actually.

It's a long, lonely walk to the ring. Apart from the hordes of screaming fans, obviously.

The People's Elbow is just a few short seconds away. Cripes!

SPECIAL INVESTIGATION

WWF NO MERCY

D'ya smell what THQ's cookin'?

INFO BURST

WWF NO MERCY	
FROM:	THQ
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	Yes
EXPANSION PAK:	No
RUMBLE PAK:	Yes
GB PAK:	Yes

WHEN'S IT OUT?

US	UK	Japan
December		TBA

ANTICIPATION RATING: 4/5

It might not be everyone's cup of tea, but wrestling is more popular than ever. After a looong spell away from terrestrial TV, WWF is now a regular crowd-puller on Channel 4, and events like No Way Out and Smackdown attract more screaming fans than a Harry Potter book signing.

THQ must be clapping their hands with glee, then, after nabbing the WWF licence from Acclaim just in time for rasslin's most feverish period. N64 owners have flocked to grab a slice of WWF mayhem for themselves, with some truly gobsmacking results – *WWF Wrestlemania* scared the beejezus out of the seemingly invincible *Donkey Kong 64* in the sales charts last Christmas, for example, and is *still* clinging onto a Top 10 slot well over seven months later.

Now, the folk behind *Wrestlemania* are back with another instalment of all-out grappling, tweaked, tidied and topped up with all-new wrestlers from the volatile ranks of the WWF. Over 80 Superstars, improved visuals, an enhanced create-a-wrestler and a Transfer Pak-enabled link with the Game Boy version are promised – but can *No Mercy* deliver? The Rock says: shut your mouth and read on.

N64's Special Investigations can take us all over the world – this month, we jetted off to THQ's California HQ to see *WWF No Mercy*.



FIGHT CLUB

If you've seen a basic wrestling move on the telly, it's guaranteed to crop up in *WWF No Mercy*.

PUNCH!

A simple press of B will give your opponent a face full of fist. A well-timed punch will send them reeling, giving you the chance to land an even more powerful blow.



GRAPPLE!

Hold hands with your rival and you're one step away from *WWF No Mercy*'s most powerful moves, including shoulder throws, head piledrivers and chinese burns.



TAUNT!

Twizzle the analogue and your beefy bloke will wiggle his arms and legs about, raising his energy. Show off too much, though, and you'll lose the crowd's support.



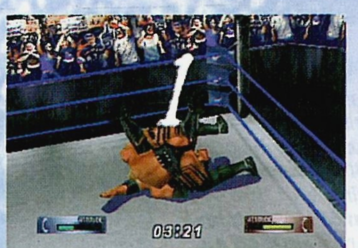
DOUBLE UP!

With another wrestler on your side you can double the pain. Pin with one fighter while the other kicks, or join forces to pull your rival's legs apart and send him to hospital.



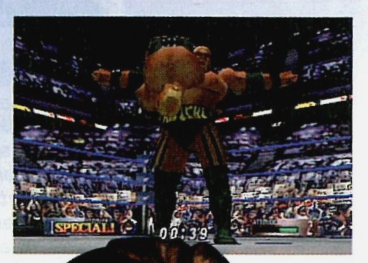
PIN!

Leg-bending and back-breaking are part and parcel of *No Mercy*'s pins – but they're only available if your enemy's attitude meter is the size and shape of a cherry.



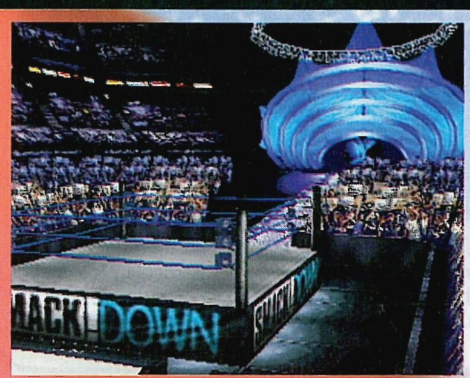
SPECIAL!

If your attitude meter is tip-top and flashing 'Special!', give the analogue a nudge as you grapple your opponent to perform a near-illegal special move. Ouch!



MERCY

CLEANER ARENAS



One glance at *WWF No Mercy* is enough to notice the game's most impressive new feature. The new arenas are dazzling, with roofs that sit dizzyingly high above the wrestler's heads, enormous gantries, looming video screens, and blinding lights which fade between moody shades of red, blue and yellow for the atmospheric entrances. The spectators are the same crowd from *WWF Wrestlemania* – carrying banners emblazoned with head-scratching messages such as "Hello Ladies" and "Suck It" – but, thanks to the sheer size of the stadia, the attendance at each match finally matches the numbers you'd expect from a real-life WWF show.



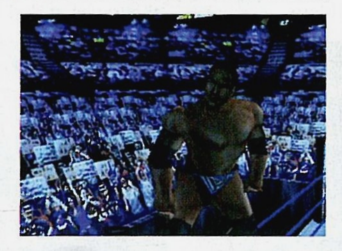
NICE ATTITUDE
Like *Wrestlemania* and *WCW/NWO Revenge* before it, *No Mercy* features THQ's patented 'Attitude Meter'. The better your performance – both in terms of fighting and crowd-pleasing taunts – the more your bar throbs and glows. Keep it topped up and you stand less chance of being pinned, and a greater chance of carrying home the winner's trophy.

WON'T YOU COME IN?

There isn't a single WWF wrestler who doesn't enjoy geeing up the punters with an over-the-top entrance...

THE ROCK

With his trademark eyebrows in place, The Rock prepares for Lay'n The Smack Down™ by standing atop the turnbuckle and waving his fists at all Roody Poo Candy Asses. He truly is the people's fighter.





HHH

Carting those impressive pecs around, it's no wonder HHH needs to down a bottle of water as he strides into the arena. Sadly, Triple H dumps the potential weapon before starting the match.

RIKISHI PHATU

Phat by name and Phat by nature, Rikishi's speciality is 'funky dancing' – which makes it all the more disappointing that the gargantuan Samoan simply holds his arms aloft on his way to the ring.





KURT ANGLE

The "Real Athlete" of the WWF demonstrates his physical prowess by dancing a little jig on the spot. The arena's blue hue matches Kurt's good guy status – red would mean an evil wrestler is on his way.

Four-player bouts always end in chaos.

There's a little too much crotch on show here for our liking, to be honest.

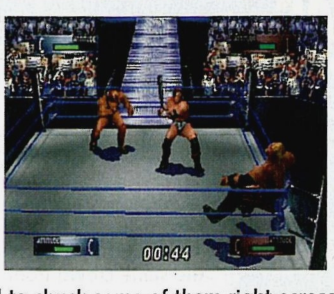
This is 'tag'? Things have changed since we were at school.

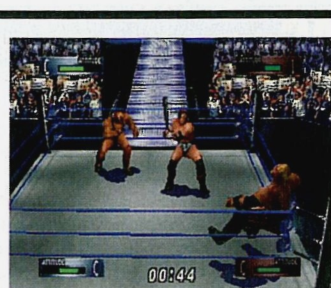
HIT ME WITH IT



We've turned off ring-outs here, giving us ample time to whack our opponent over the head with a bat. Over and over again.

Plenty of laugh-out-loud moments in *WWF No Mercy* come courtesy of an extensive collection of weapons, which thoughtful spectators will hand over once you've made your way out of the 'squared circle'. We've had someone's eye out with chairs, bottles, bins, baseball bats, gigantic golden swords and more, and managed to chuck some of them right across the arena to send fighters flying. Holding B delivers a spectacularly deadly overhead blow – the enormous ladder, in particular, looks superb being shattered over someone's skull – and, brilliantly, weapons now *don't* mysteriously vanish when they're dropped. Take care, though, as astute opponents can wrestle a weapon from your sweaty grasp with ease.



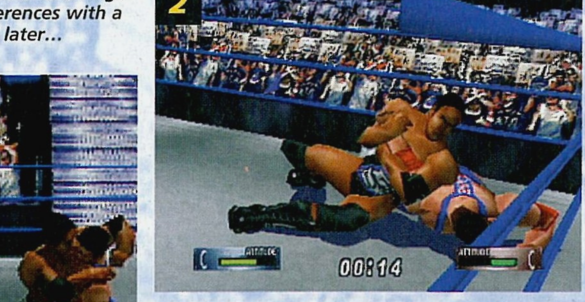




GRUDGE MATCH

Join us for The Rock versus Kurt Angle, showing off *WWF Mercy*'s fast-paced play.

***1** The match begins with The Rock and Angle seemingly settling their differences with a quick cuddle. But a split-second later...*



***2** The Rock is boosting his Attitude-o-meter by twisting Kurt's arm in an extremely unpleasant way.*

***3** By applying gentle pressure to the end of Angle's legs, The Rock is able to cause more excruciating pain.*

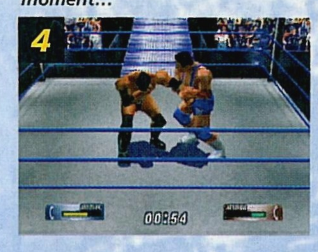




RED OR DEAD

Little did we know, when we gushed about *WWF Wrestlemania's* fountains of blood in our review and tips, that the red stuff would be removed for the European version to placate the sensitive Germans. So we'll make this clear now: the screenshot below is from the US version of *WWF No Mercy*. There will be *no blood* in the UK version. At all. Ever.

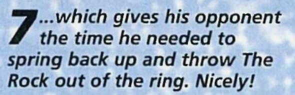
***4** Kurt attempts a comeback with a swift chinese burn, karate chopping The Rock's shoulder at the crucial moment...*

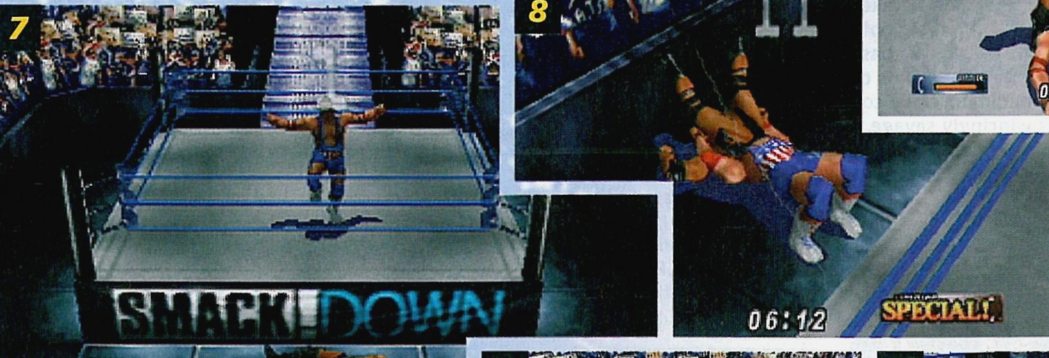


***5** ...only to be punched in the groin as The Rock clambers back onto his feet. Ding ding!*

***6** With Angle flailing on the mat, The Rock embarks on a time-wasting show to get the crowd on his side...*

***7** ...which gives his opponent the time he needed to spring back up and throw The Rock out of the ring. Nicely!*





***8** With a ring-out slowly being counted down, Kurt attempts a dangerous pin next to the crowd. It fails.*

***9** But, back in the squared circle, Angle manages to throw The Rock against the corner rope and give him a sound kicking.*

***10** As The Rock's loses the will to live, let alone fight, his rival moves in for the pin. Three seconds later, it's all over.*

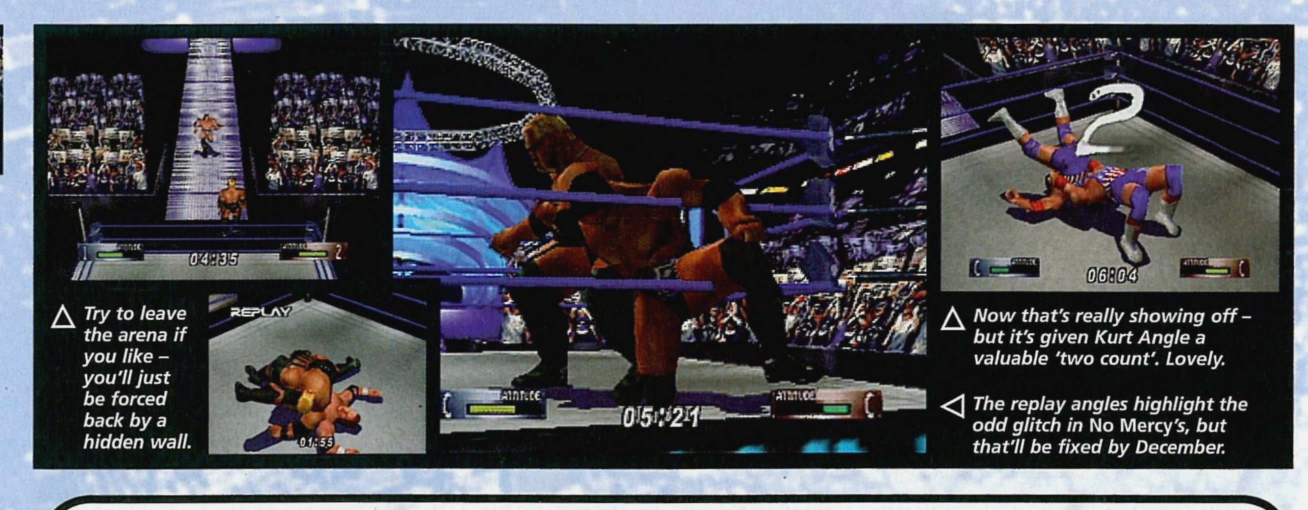








THE REF'S BLIND
Guest Referee mode – where a third wrestler is given responsibility for all KO, ring-out and pin decisions – had us scratching our heads. A human ref works well, infuriating the combatants by refusing to count or missing vital calls, but a CPU-controlled umpire simply muscles in and kicks seven bells out of everything that moves. At least he's impartial, we suppose.



△ *Try to leave the arena if you like – you'll just be forced back by a hidden wall.*

△ *Now that's really showing off – but it's given Kurt Angle a valuable 'two count'. Lovely.*

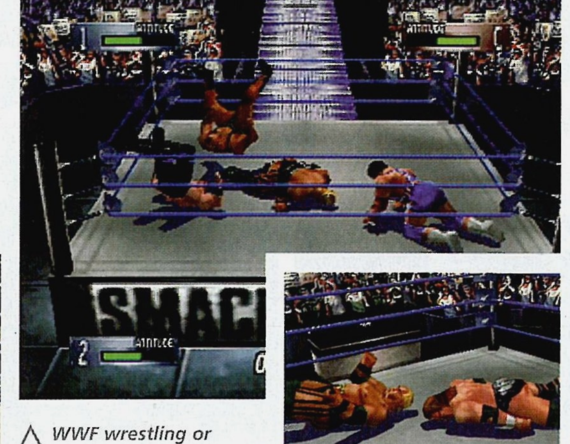
◁ *The replay angles highlight the odd glitch in No Mercy's, but that'll be fixed by December.*

THE GREAT UNWASHED

The version of *WWF No Mercy* that we got our mitts on wasn't exactly bursting with different wrestlers to choose from, but those we saw perfectly demonstrated how lovingly-crafted those beefcakes are. Skin textures are flawlessly mapped to create jutting pectorals, bulging arms and disturbingly taut buttocks, and the faces are frighteningly authentic – The Rock's Roger Moore-style see-saw eyebrows, in particular, are spot-on. Naturally, there'll be the means to create your own wrestlers from the ground up in *No Mercy*, with a more extensive set of options than were on offer in *Wrestlemania*'s limited create-a-wrestler. Top.







△ *WWF wrestling or modern dance? Nice shadows either way.*

Make no mistake – *WWF No Mercy* is not for the faint-hearted. For a game based on a 'sport' that – let's face it – is carefully scripted to guarantee minimum body contact, THQ's new wrestler is eye-wincingly savage. Watching a wrestler's legs tremble as he tries to stand after having his head shattered by a double-fisted blow to the head is enough to bring tears to the eyes.

Which, admittedly, is probably exactly what you wanted to hear. But *No Mercy* is worth looking forward to for reasons other than the exaggerated brutality. With the best looks since *Wrestlemania*, a batch of arenas, entrances and theme songs stolen straight from televised grappling, and Superstars that look every inch the real thing – whether they're walking, sprinting, bouncing off ropes, clambering onto turnbuckles or having their vertebrae shattered by a rival's attempts to twist their head clean off – *WWF No Mercy* is, quite simply, the greatest N64 wrestler yet.

The game's visuals are simply incredible. The 'elastic' look of *WWF Wrestlemania*'s fighters has been thrown out of the ring and replaced with wrestlers whose skin reflects every bulge, ripple and stretch mark, right up to their horribly realistic faces. The animation is top-notch – wrestlers grab the ropes as they topple over the turnbuckle, jerk back their heads as they're punched in the face, puff out their chests to deflect attacks, and take every opportunity to execute their most famous crowd-pleasers – The Rock's face-splattering 'People's Elbow' included.



Arenas, entrances and theme songs are stolen straight from televised grappling.

The emphasis on variety doesn't end with the wrestlers (around 80 in all) or the number of moves (estimated at more than 1000). *No Mercy*'s main menu overflows with different game modes, including a fully customisable Pay-Per-View option – allowing you to recreate classic championships, emulate future

NO MERCY

The nastiest moves from *WWF No Mercy*'s eye-screwingly violent line-up.

THE SKULL BUST

Ideal for when you've got an opponent on their knees, begging for mercy. Clasp your hands tightly together, lift up, then bring your doubled-up fist down on the top of their head. This hurts.



THE FACE BASH

Simple, but incredibly effective. Wait for your rival to lie flat on their back, cradle their head in your left hand, then use the other to punch them hard in the face. Again and again and again.



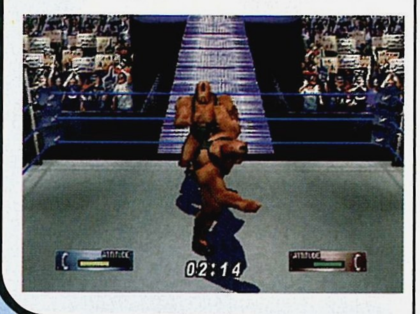
THE BACK BREAK

This requires incredible arm strength, but guarantees results. Pick your opposite number up above your waist, then drop them, ensuring the small of their back comes down on your raised knee.



THE GROIN RUIN

This is Tazz' speciality. Throw your opponent against the ropes, then, as they bounce off and come scampering back, apply a swift kick to their most delicate bits. Crude.



THE NECK SNAP

Rikishi's Special Move can put a premature end to any match. Pick up your rival, swinging them upside-down as you do so. You're then free to drop their head onto the floor.



THE LEG ACHE

Like a footballer's warm-up exercise. Sit on your enemy's back, facing their feet, then pull back on their legs. Their calf muscles won't know what's hit them.





REPEAT PERFORMANCE
A splendid feature carried over from *Wrestlemania* is the replay option, which automatically springs to life after a particularly meaty move. Camera angles are quickly flicked between to show the bone-crunching from every conceivable angle, and the transition back to proper play is smooth and hassle-free. Lovely.

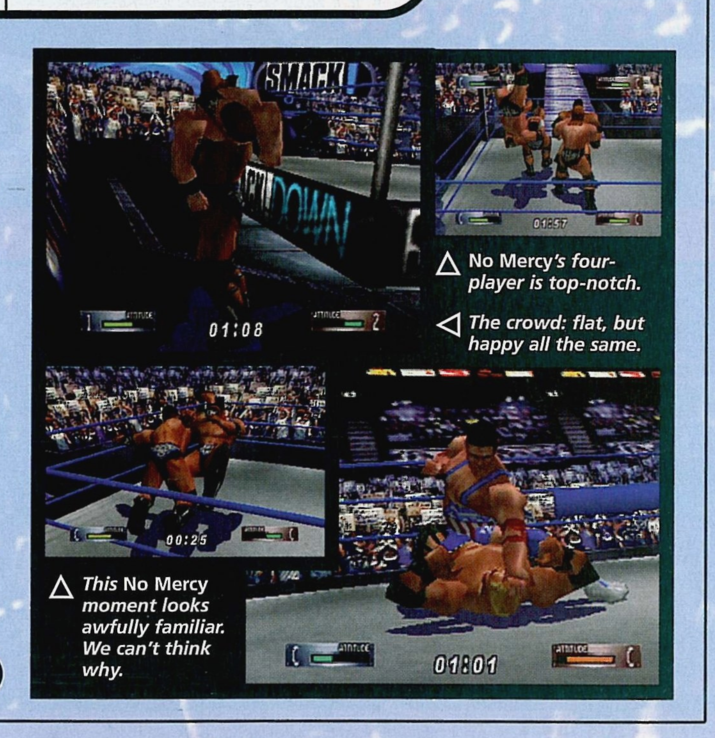
competitions, or build your own – and a superb 'ladder match', where up to four players fight to grab a ladder and clamber up to whatever prize is hanging from the rafters. With the usual championships, caged bouts, Royal Rumbles and King of the Ring fights also packed onto the cart – *plus* a hugely comprehensive Career Mode, which features long-standing grudge matches and the chance to wear victory belts in future matches – you won't find anything on TV that isn't somewhere within *WWF No Mercy*.

THQ aren't content to rest there, either, as *No Mercy* is the first non-Nintendo/Rare game to employ the services of the Transfer Pak. By pummelling WWF stars to within an inch of their life in the yet-to-be-revealed Game Boy Color version of the game, points can be earned to spend on useful items and weapons in the N64's Smackdown Mall. Expect a handful of secret grapplers to be unlocked on the N64 *No Mercy* cart when you've satisfied certain conditions on the Game Boy, too. Good stuff.



The Superstars look every inch the real thing, whether they're walking, sprinting or bouncing off ropes.

With all that *and* a comprehensive Create-a-Wrestler mode – this time giving you the opportunity to mix and match facial features from the WWF's biggest superstars – the N64's only a few months away from the ultimate wrestling experience. As the Rock might say: come November, THQ will be turning things sideways, shining them up real nice and shoving them up their rivals' candy asses. What a pleasant chap.



△ *No Mercy's four-player is top-notch.*

◁ *The crowd: flat, but happy all the same.*

△ *This* No Mercy *moment looks awfully familiar. We can't think why.*

The videogame magazine

Sept 2000
Issue 23

Arcade

www.dailyradar.co.uk

FIRST REVIEW!

POKÉMON SNAP


FINAL FANTASY IX


ISS 2000


THE WORLD IS NOT ENOUGH

PLUS!
METAL GEAR SOLID 2, FERRARI 360, PARASITE EVE 2, TOCA WORLD TOURING CARS, CHASE THE EXPRESS, DEUS EX, VIRTUA TENNIS AND MORE

Issue 23 ON SALE 11 AUGUST


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planet
GAME BOY
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Harvest Moon and many more
ISSUE
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Welcome to Planet Game Boy

Ever cried out in frustration when you're stuck on a really tough section of a game? Everybody round here certainly has, particularly after a session with Rare's incredibly hard *Perfect Dark*. The big problem with difficult Game Boy titles is the fact that, unlike an N64 controller, you can't hurl the machine across the room and expect it to work again when you've calmed down.

Now that gives me an idea. Somewhere in Japan there's a team of industrial design experts working on producing the most practical, portable and comfortable outer casing for the Game Boy Advance. I wonder if they've considered rubber as a construction material. It would be the most durable console ever made. Not only could you chuck it against the wall the next time Joanna runs out of ammo and gets mauled by guards, you could also dig your fingernails into the sides to 'punish' the errant game. Some kind of pressure-sensitive dye would make the Game Boy Advance blush slightly when you slap it, or glow red if you hurt it too badly. It would mark the beginning of a new era of interactive gaming, in which your actions would affect your console's mood. After a particularly bad beating, maybe the GBA would refuse to let you play until you recover your composure. A rubber console would smell nice too.

Well, okay. It was a crap idea. The GBA's final design will be unveiled on August 25th, at the Spaceworld show in Tokyo. Don't bet on rubber.

Martin Kitts, Editor

planet GAME BOY
Planet Game Boy, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW.
Issue 20, September 2000
Editor: Martin Kitts
Contributors: Andrea Ball, Justin Webb, Paul Edwards, Alan Maddrell, Steve Jalim

MY NAME WAS NEO

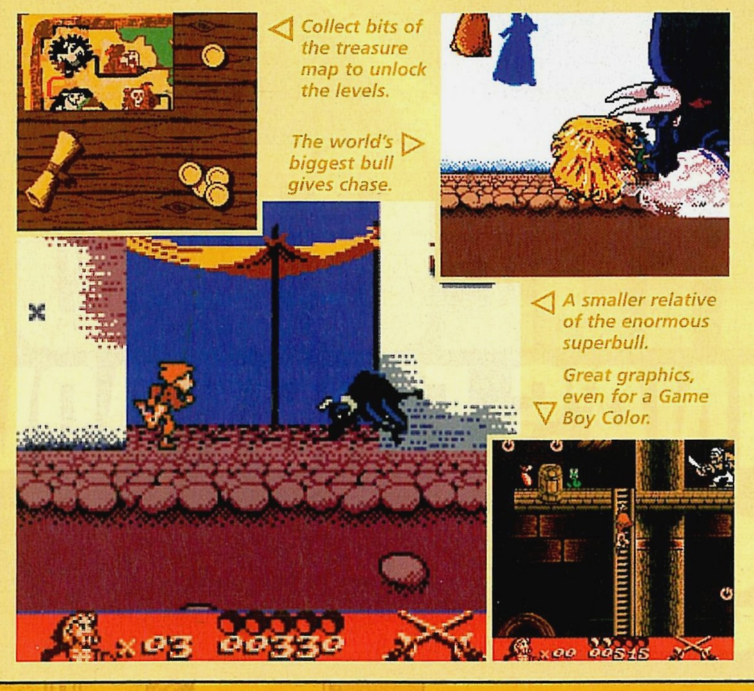


It was inevitable, really. The Game Boy has administered a good kicking to every rival handheld games system over the last decade, and it's sadly unsurprising that the latest contender, SNK's nifty Neo Geo Pocket, has suffered an early demise.

Barely a year after launching the 16-bit machine in the West, SNK have retreated back home to Japan, leaving Neo Geo gamers in Europe and the States with the sad prospect of having no more new titles to add to classics such as *Match of the Millennium* and *Metal Slug*. If you own a Neo Geo, now's the time to pick up some dirt-cheap software from your nearest bargain bin – those carts won't be around for much longer.

The poor Neo Geo Pocket isn't doing much better in its native land, where the only system it is still managing to outsell is the discontinued original PlayStation. It's a shame, because the handheld had some great games – *Match of the Millennium* is far better than any beat-'em-up on the Game Boy. With any luck, SNK will forget about making hardware and consider releasing their next batch of titles on Game Boy Advance.

CITY OF GOLD



Collect bits of the treasure map to unlock the levels.

The world's biggest bull gives chase.

A smaller relative of the enormous superbull.

Great graphics, even for a Game Boy Color.

We've just got hold of Ubi Soft's forthcoming *Road to El Dorado*, and we're delighted to confirm that the game doesn't feature Bunny, Fizz or any of the other hideous characters from the BBC's legendary soap opera El Dorado. Not even the spiv with sunglasses.

It's based on an animated film from Steven Spielberg's DreamWorks studio, and it plays a lot like some of the graphically advanced SNES and Mega Drive platformers from a few years back, particularly *Aladdin* and the *Mickey Mouse* series.

Its main competitor on the Game Boy will be the excellent *Tarzan*, and our early impressions of *Road to El Dorado* suggest that it certainly possesses the visual flair to match Activision's game. We'll be bringing you a review in the very next issue of **PGB**, but to whet your appetite in the meantime, here are some screenshots to peruse.

HARVEST TIME



◁ Unlike the N64 version, you can choose a cat as your pet.

You meet all sorts of interesting people in the town square. ▽

Pack In Soft's kind people sent us the only thing that could have made us take a break from *Perfect Dark* this month – a virtually finished copy of *Harvest Moon 2*! It's fully translated, with only the title screen logo still in Japanese, and from what we've seen so far, it has all the makings of a classic sequel.

The original game didn't have much else apart from farming and the occasional party, but *Harvest Moon 2* has a large village to explore, loads of characters, and a mysterious forest with pineapples growing in it. You can raise sheep as well as the usual cows and chickens, and the farm itself is much bigger than before. It even has its own lake for you to stock with fish, and there's a river with a tantalising glimpse of more land on the other side. There's bound to be a bridge-building party at some point in the game. It's due out in October. Until then, we'll be exploring it thoroughly in order to bring you the definitive review in a couple of months.



△ The healing spa is now way out in the woods. We don't know why.

DRIVER WAY WITH THIS LOT!

WIN!



To commemorate the recent release of a clutch of top-notch titles, including *Martian Alert* and *Driver* (a game which made our all-time top ten), Infogrames have sent us three *Mission: Impossible* IMF backpacks to give away to three lucky readers. Two of the bags contain a T-shirt, mini-bag and copies of *Mission: Impossible*, *Martian Alert* and *Driver*. A special third one has all that and a Game Boy Color too – a fine pile of portable gaming fun.

One of those bundles could be yours if you answer our question and come up with a great tie-breaker.

In *Driver*, what's your character's excuse for ram-raiding and taking rival gangsters to cold-blooded killings?

a) It's okay, I'm a cop.
b) It's okay, I've got a note from my mum.
c) Hey! Back away, people. I have a weapon.

For the tie-breaker, tell us in no more than 25 imaginative words what vehicle you would use if you were a getaway driver – and why.

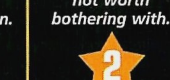
Pop your answers on the back of a nice picture postcard and send it to:

Driver swag competition,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

YOUR ULTIMATE BUYING GUIDE

Five Star Scoring

A simply fantastic game, and an essential purchase.	Well worth a look, this is an excellent title.	Some problems, but almost certainly good fun.	Flawed. Probably not worth bothering with.	Utterly lamentable. Avoid like the plague.
5	4	3	2	1


Perfect Dark

From: Rare **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** August

Special agent Joanna Dark wasn't born into her job. Before embarking on her epic N64 killing spree, she was carefully trained in the art of murder. Many paper targets were shot at, and many more hapless flunkies were dispatched before Jo could legally wield her licence to kill.

This excellent Game Boy adventure tells the story of her final training assignment and first mission, finishing shortly before the N64 version begins. The early stages of the game introduce you to the basic techniques needed to become an effective agent, such as stealth, target practice and memorising sequences of coloured lights. After completing the easy stuff, you'll have to venture into the jungle, where the evil Mink Hunter is running an illegal cyborg factory. The training section is a little dull, but once you're out on that first mission, the game really takes off.

Perfect Dark's strength is its hugely varied gameplay. You get to drive a truck, fight bosses and shoot people in all manner of ways. The main body of the game sees a large, well animated Joanna creeping around in a sub-*Metal Gear* fashion, killing guards and doing all sorts of sneaky espionage stuff to scupper Mink's plans. It's important to stay quiet as the guards can hear you if you run around too much, but – like the N64 version – there's more emphasis on killing than there is in Konami's game.

Once you've downed a guard you can search his body for weapons, ammo and health – a nice touch. The bodies all stay where you dropped them too, although the blood that splatters everywhere when you shoot people doesn't stick to the walls. Strangely enough, the other guards don't seem particularly bothered about having to pick their way through a maze of corpses. It's all in a day's work for Mink Hunter's crew.

Between these scrolling explorathons you'll find a selection of great sub-games, and once you've unlocked one of them you can play it from the main menu whenever you like. Our favourite so far is the *Spy Hunter*-style driving game, which came as welcome relief after a particularly tough romp through the jungle.

The *Perfect Dark* cart is absolutely packed full of stuff. It has a rumble effect, loads of speech samples (including dying comments from the guards you've just capped), infra-red data sharing, hidden Game Boy Printer pictures, secret characters, multiplayer arenas and more. It's as well put together as one of Nintendo's own *DX* titles, even if *Metal Gear Solid* does the whole stealth thing a lot better.

It's also one of the more challenging Game Boy titles, which is surely a good thing when it comes to prolonging the cart's lifespan. It will take ages to complete, even longer to find all of the hidden stuff, and it has one of the best two-player modes you'll find on a handheld. If there's one thing wrong with the game, though, it's the fact that the chunky graphics mean you can't see very far ahead of your character, but we can't really complain – just one annoying flaw in such a big game is certainly a better-than-average strike rate. If you've got *Perfect Dark* on the N64, this is the ideal companion for it – and it doesn't carry an 18 certificate. One of the best games of the year.

LIFESPAN *One of the more challenging GB titles, it'll take ages to complete and even longer to find all the hidden stuff.*

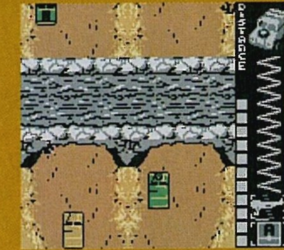
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BONUS GAMES

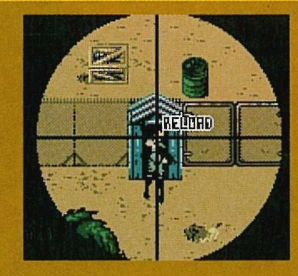
Check out the first five bonus sections you'll encounter. After beating each one you can replay it any time you like.



TARGET RANGE
Before being inflicted on real people, your shooting skills must be proved on the firing range. At certain points during your training you get a first-person view of the room you're in, with random targets popping out from the doorways.



DRIVING
Joanna is a real menace on the roads, as any of the drivers unlucky enough to encounter her on the highway will tell you. Not only can she barge other vehicles into rivers and over cliffs, she can also shoot them with a machine gun.



SNIPER RIFLE
It's one of those old JFK-style sniper rifles, so you have to reload after every shot. Still, if Lee Harvey Oswald could do it, so can Joanna Dark. Line them up in your sights when their mates aren't looking, then pick them off, one by one.



BOSS BATTLE
This helicopter is tackled in much the same way as the bosses in *Jet Force Gemini*. You avoid shots by running left and right, using the cursor to aim at the vulnerable parts of the chopper. Other bosses follow the same format.



ASSAULT
Anybody remember *Operation Wolf*, the classic arcade gun game? The assault section is a simplified version of that. Soldiers run towards you as the screen scrolls, and there are boxes which can be shot to get extra ammo.



MULTIPLAYER

***Perfect Dark* is an awesome multiplayer game on the N64 and, true to form, the Game Boy version is outstanding when you've got another player to link up with.**

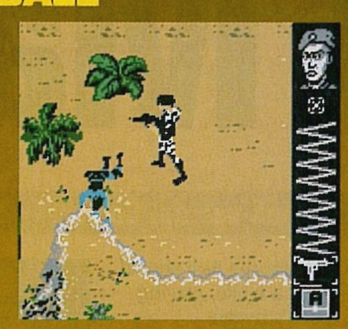
COUNTER FORCE

One player plays the bad guy and gets a hostage to defend. The other player must try to rescue the helpless captive without getting shot. The hostage can be executed too!



DEATHBALL

The kind of football played at the Carrington Institute is a million miles away from the beautiful game that Pele keeps babbling on about. This version has automatic weapons.



FLAG RUNNER



Once you've got the flag you can't use any weapons, so you have to run like a crazy fool in order to avoid getting your head blown off. The person who keeps the flag longest wins.

CHARACTERS

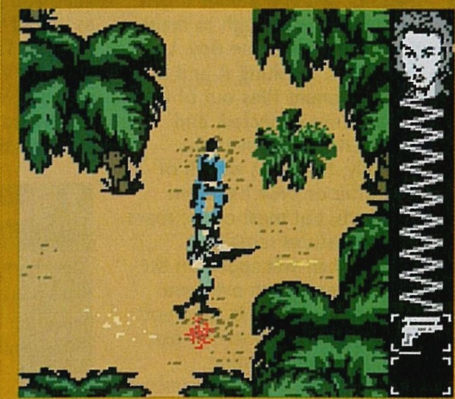


Success in the solo mode unlocks characters for deathmatches. They all seem to have the same health (one or two shots to kill) and you can trade them using the infrared port.

Come get some

Everyone agrees that killing things is good fun, right? That's the reason *PD* on N64 wound up with an 18 certificate and we're quite surprised to see this Game Boy version escape the censors' neutering irons. It contains the most graphic violence ever seen in a GB cart. Blood squirts, soldiers scream, loads of people get plugged. And there's a shotgun which sends enemies flying across the screen – the best Game Boy weapon ever. We love you, Rare, you crazy gore hounds.









Check out Jo's picture in the top right corner. Talk about a bad hair day – that's horrible!

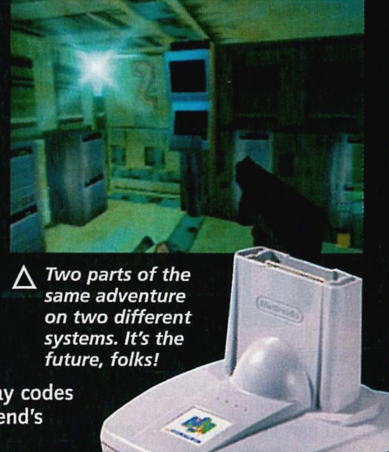




Jo hops into her rubber dinghy and prepares for action.

LINK ME UP

Pop the Game Boy cart in your Transfer Pak, fire up *Perfect Dark* on the N64 and you'll get access to four free cheats – Cloaking Device, Hurricane Fists, R-Tracker and All Guns. So if you were having trouble hitting the target times for any of those (All Guns is a fairly tricky one), you won't have to resort to Action Replay codes or borrowing your friend's save file.



Two parts of the same adventure on two different systems. It's the future, folks!

Secrets Unlocked	
EXTRAS	5/12
RECON PHOTOS	3/12
Multiplayer	
MAPS	4/23
MODES	0/4
CHARACTERS	1/3
EXTRAS	0/6

Additional secrets include printable stickers. Very nice.



This robotic spider is much easier than the evil chopper boss.

WCW Mayhem

From: EA **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

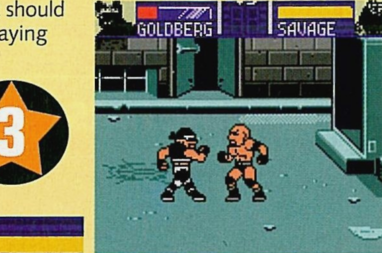
The world of videogame wrestling, when it comes down to it, is simple enough to make for a decent port to Game Boy. Leg it up and down, mashing A and B until your opponent flies out of the ring. It's what we expected, and that's what EA have delivered.

Inevitably, the great wealth of moves on offer on N64 has been trimmed down, but most of the more entertaining features remain. Sometimes a chair will appear in the ring that you can smash over your opponent's bruised noggin, and you can always hop out of the ring for some hardcore streetfighting.

And that's where the fun starts. You can now exit the ring and head into the changing room. Neat! Action there is viewed through a 'security' camera (which still manages to pan around to follow the action). Stray even further away from the crowd and you'll find yourself in a dingy back alley. Very entertaining.

But is this enough to compensate for a sad lack of in-depth gameplay? Almost. The Quest for the Best should keep you going for a while, playing as any of the game's twelve rasslers. There isn't quite as much variety as we'd like, but with that out-of-ring novelty, it ain't all bad news.

3



Baldy and the man in black lay down some smack.





Watch the action through the black-and-white security cameras. Get up, chump.

Nice character sprites, aren't they? Very easy to see.

That chap really doesn't look very healthy. He's flat out and turning a rather strange colour.

ISS 2000

From: Konami **Price:** £25 **Save:** On-cart **Link-up:** Yes **Colour:** Only **Out:** Now

***ISS* titles usually feature a plethora of modes and competitions. So anything less than that on the Game Boy would be, frankly, insulting. Thankfully, Konami have delivered the goods to the back of the net good and proper.**

On top of the essential link option, *ISS 2000* allows you to take on the Game Boy in a full tournament, a mini tournament or even a mini league. The twiddlability continues as far as changing your team's strategic tendencies, the line-up and whether the offside rules are enforced or not. You can even win the toss, play in the rain or select one of *ISS 2000*'s six international stadiums. This is likely to satisfy Game Boy-toting footie freaks hankering after a portable beautiful game to play.

All of this intricate twiddling may in fact have little effect on gameplay, however. Prehistoric footie sims ran into the problem of being laughably easy. The reason for this was that once you had the ball, it would take several lashes of really bad luck to lose it. Then you'd get near the goal and have no hope of getting past the keeper. Some of this rickety gameplay has found its way into *ISS 2000*, though fiddling with the settings clears it up a bit.

This is a decently knocked-together title, which has enough depth and replayability to justify its existence in the cart collection of footie addicts. Take it out on the stands of a Saturday. Chances are it'll be more amusing than watching your local team perform…

4



The pitch is in a poor state, but these experienced stars can handle it.





Silky skills from the Germans. Yep indeed.



Fiddle with multiple game settings. It's all here.

Austin Powers

From: Rockstar **Price:** £25 each **Save:** On-cart **Link-up:** No **Colour:** Only **Out:** August

Game Boy is indeed groovy. But you, Mr Powers, are a ponce.





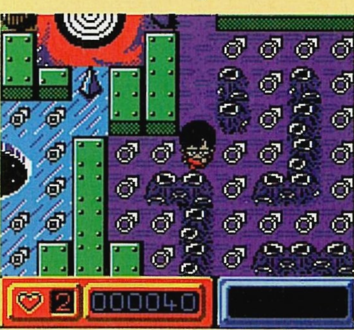
You can change the background if you like. What a treat!

If only we could have sat in on the planning meeting that resulted in *Austin Powers*. We can almost picture the softco executives rubbing their chins as they ponder what to do with their expensive new licence. And if we look closer, we can see the office junior as he bravely raises his hand and suggests creating a version of Windows for the Game Boy.

If we were in charge of that meeting we'd have kicked him out of the office window with only his P45 as a parachute. The only thing more ridiculous than reproducing a PC operating system and attempting to flog it as a game would be if some chimp thought it would be a good idea to make *two different versions* of it. Thank goodness Rockstar have a little more sense than… oh dear.

This is, without question, the most pointless thing you could ever do with your Game Boy, and it's doubly offensive because it comes on two separate carts. There's a 'good' version and an 'evil' version, each featuring different icons to move around (honestly!) and a few sound clips from the movie. There's a screensaver, which is something we've always felt the Game Boy was lacking, some simple games, and – this one's the killer – an MS-DOS simulator. Here's our suggestion for a sequel: a cart that reproduces the dark, atmospheric effect of a blank Game Boy screen.

1



This bit's like a really bad version of Pac Man, starring Mike Myers.



Yep, it's like one of those shareware games that no-one ever pays for.

Roland Garros French Open

From: Cryo **Price:** £25 **Save:** Password **Link-up:** No **Colour:** Only **Out:** Now

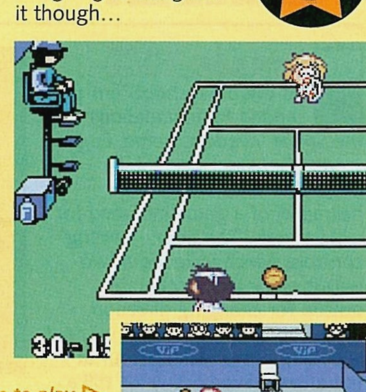
With *Mario Tennis* on the horizon, other tennis sims are about to be totally ignored. That's the fate which surely awaits *Roland Garros French Open*, even though it's a good enough game to hold its head up in the company of most other Game Boy sports titles.

Like Nintendo's forthcoming cartful of goodness, *Roland Garros* is a simplified arcade representation of the sport, with cartoon characters and extra-bouncy physics. The two buttons control the type of shot and the D-pad allows you to specify the general area that the ball is going to land in. Depending on how high the ball is, you'll get an automatic smash to power the ball past your opponent.

It plays well, but to get enough detail on the player sprites, the camera is fairly close to the court, so the screen has to scroll quite a lot to keep everything in view. It can make life difficult when you're aiming for the off-screen side of the court. There really should have been a two-player mode as well as the solo tournament, because tennis games are always best with a human opponent. Never mind.

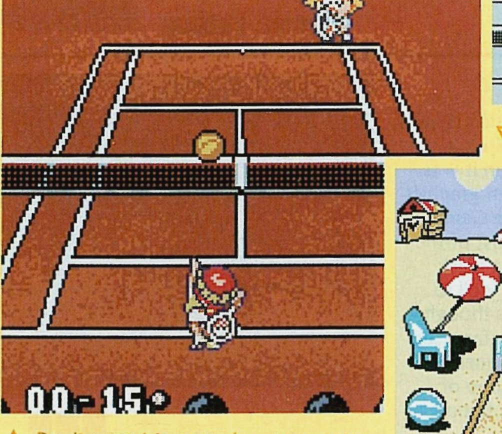
The cute graphics and easy controls make *Roland Garros* an accessible little game, and the wacky bonus courts make a change from the familiar red, green and grey surfaces seen in most other tennis sims. That said, *Mario Tennis* is still going to slaughter it though…

3



The different types of court all seem to play much the same. They look nice though.

Beach tennis – that's a rather nice idea.



Don't expect to serve too many aces – the computer players are demons.



POCKET ARCADE

Ten years ago these classics ate our ten pence pieces. Now they're after our batteries too.

Since its release in 1989, the Game Boy has played host to more than its fair share of arcade conversions. The combination of popular handheld hardware, technically simple, well-known '80s arcade games, and low development costs, has proved irresistible to software houses. But how do these '90s versions of old favourites, that many gamers will never have experienced, compare to the original coin-op machines?





DEFENDER

Arcade 1980

At the time, shoot-'em-ups tended to be variations on the *Space Invaders* theme. Eugene Jarvis's *Defender* was totally original, and carried all the hallmarks of a game intended for experts only. The finger-twisting controls, which included a two-way joystick and a separate button for changing direction, were impossible to master without spending every waking hour at the arcade. Even today it's still a tense game, and a horrible feeling of panic sets in when that electronic squealing announces the arrival of mutated aliens.

Classic rating:

Game Boy 1998

The controls are much simpler, so steering your ship is a thousand times easier than it was. However, the scaled down graphics can be hard to see on the Game Boy's screen. After all, most of the game is just red lines on a black background. It compares well to other Game Boy shooters though, and the sound effects are fantastic through a pair of headphones. Plus you get a copy of *Joust*, one of Jarvis's other games, as a bonus.



Accuracy: 

PAC MAN

Arcade 1980



In terms of sheer popularity during the golden years of arcade games, Pac Man was like Lara Croft, Mario and the entire cast of *Pokémon* all squished up into one featureless yellow blob. These days the pill-guzzling star retains at least some of his appeal, and dusts himself down from time to time to make guest appearances in crap platform games. By modern standards this is very basic stuff, and apart from the screen resolution there's nothing here that a Game Boy couldn't handle in its sleep.

Classic rating: 

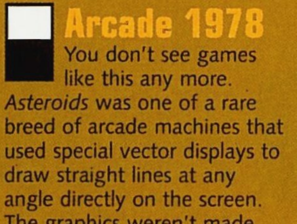
Game Boy 1999



Congrats to Namco's conversion team for this one. Not only is there a pixel-for-pixel copy of the arcade game (which shows about a third of the playing area at once), there's also a scaled-down version which lets you see the whole screen. Very sensible. The ghosts seem to follow the same patterns as they used to, though we're nowhere near good enough to confirm if the designers have included the famous level 256 bug, said to produce colourful effects before crashing.

Accuracy: 

ASTEROIDS

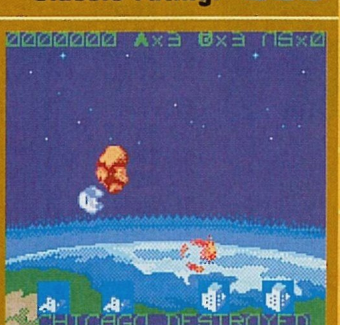


Arcade 1978

You don't see games like this any more. *Asteroids* was one of a rare breed of arcade machines that used special vector displays to draw straight lines at any angle directly on the screen. The graphics weren't made from pixels, so there's no way a modern machine can reproduce the same look. The spooky analogue sounds are also beyond the GB's speaker's capabilities.

Classic rating:

Game Boy 1999





Unsurprisingly, the makers of this conversion have gone for a complete redesign of the game. It's actually much closer to the late-'80s power-up-packed sequel *Blasteroids*, so the *Asteroids* name is a little misleading. The original game is available via a cheat code, but the screen is just far too small to dodge the flying rocks. The arcade version had a much larger playing area, and that's essential if you're going to reproduce the original gameplay.

Accuracy:

BIONIC COMMANDO

Arcade 1987



Capcom's unusual platform shoot-'em-up was one of the more impressive machines of its time, so converting it to the Game Boy isn't a simple task. There are more colours and more sprites than the Game Boy can handle, though a highly rated NES version years ago showed it was possible to do a decent version of *Bionic Commando* on relatively humble hardware.

Classic rating:



Game Boy 2000



Gamers in the US have been able to play this for several months, but it won't come here until later in the year. The conversion was done by NST, the folk behind *Ridge Racer 64*, and it's an update rather than a straight copy. There's now a female commando, a tactical map screen, overhead view sections and a sniper rifle, as well as the traditional blaster and stretchy arm. If anything, it's actually an improvement on the arcade version.

Accuracy:

BUBBLE BOBBLE

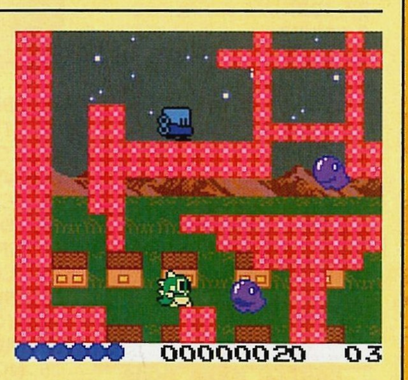
Arcade 1986

One of the best two-player arcade games. It wasn't particularly advanced and the graphics were very simple, but it had beautifully designed levels and lashings of playability. There have been conversions for just about every machine we can think of, including a couple for the mono GB, so games designers should be very familiar with the workings of the *Bubble Bobble* world.

Classic rating:



Game Boy 2000



What happened? This game has dinosaurs, it has bubbles, it even has bullies but it certainly isn't *Bubble Bobble* as we remember it. The graphics have been kept the same scale as the original, so you only get to see a tiny portion of the screen and that's a horrible mistake on the part of the designers because it means you can't see any of the bullies chasing you if they're more than an inch away. The physics feel wrong and the bubbles never float like you expect them to. It's a mess.

Accuracy:

MARBLE MADNESS

Arcade 1984



This original and compulsive arcade title had better graphics than any coin-op of the time. It took until 1988's Amiga version before any home system managed to match the visual splendour of Atari's all-time classic. The Amiga's mouse proved an adequate substitute for the arcade machine's essential trackball controller, but surely a D-pad would irretrievably alter the game's mechanics...

Classic rating:



Game Boy 1999



Surprisingly enough, the game's graphics are very faithful to the original. Simplistic lines and shading are things that the Game Boy Color excels at, and you could almost be fooled into thinking you had a *Marble Madness* coin-op in the palm of your hand. Unfortunately, our reservations about the D-pad proved to be correct. It just doesn't work at all. Coupled with some unforgivable slowdown on busy screens, the poor controls ruin a potentially great conversion.

Accuracy:

Bubble Bobble

LEVEL CODES

1. BBBB
2. CBCB
3. DBBD
4. FFBB
5. GGBB
6. HBHB
7. JBBJ
8. KKBB
9. LLBB
10. MBMB
11. NBBN
12. PPBB
13. QQBB
14. RBRB





15. SBBS
16. TTBB
17. CCBB

Boss VVBB

18. FCCC
19. FDBC
20. GFBC
21. JCCG
22. JBCH
23. LJCC
24. MCKC
25. NCCL
26. PMCC
27. QNCC
28. RCPC
29. SCCQ
30. TRCC
31. VSCC
32. WCTC
33. DBDB
34. XBXB

Boss FCBD

35. GDBD
36. JCDF
37. KGCD
38. LHCD
39. MDJC
40. NCDK
41. PLCD
42. QMCD
43. RDNC
44. SCDP
45. TQCD
46. VRCD
47. WDSC
48. XCDT
49. GBCF
50. HFCC
51. JCFD
52. JBFF
53. KGBF
54. LHBF
55. MFJB
56. NBFK
57. PLBF



58. QMBF
59. RFNB
60. SBFP





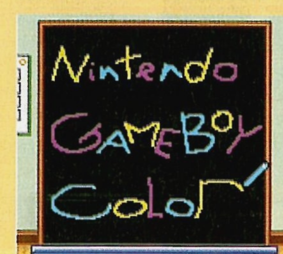
Tetris DX

ATTRACT MODE

Part of the original Game Boy Color technical demo is hidden inside *Tetris DX*. Leave the game to enter the attract mode and keep it running to get a look at some of the colourful demos designed to show off the power of GBC. The equivalent demo for Game Boy Advance is a level from *Yoshi's Story*.



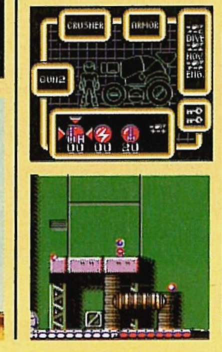


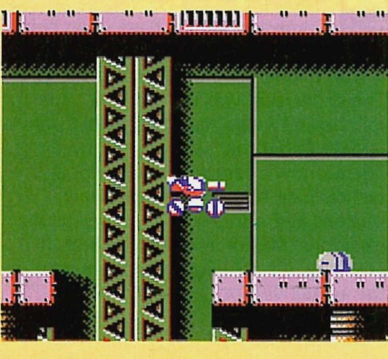


Blaster Master

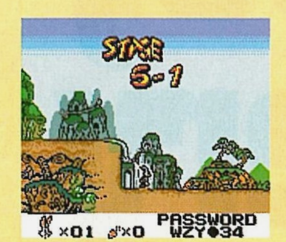
PASSWORDS

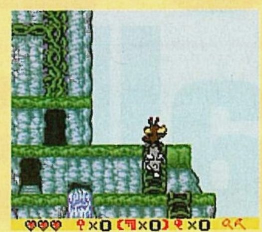
1. E6C3D3KF
2. E6D3D3KG
3. E7C3D3KH
4. E7D3D3KI
5. F6C3D3KQ
6. F6D3D3KR
7. F7C3D3KU
8. F7D3D3KT





Crazy Castle 4







LEVEL CODES

Having trouble finding all the keys you need in this platform-based puzzler? Here's the first half of the complete listing of *Crazy Castle 4* codes. Part two is coming up next month.

1-2 **RHY O43**
1-3 **HDY 04?**
1-4 **7DY 04Z**
1-5 **KQM 04X**
2-1 **765 04X**
2-2 **?GP 04Z**
2-3 **TDP 04X**
2-4 **KNY S4V**
2-5 **TQC S34**
3-1 **1DF S35**
3-2 **9DF S33**
3-3 **?Q5 S34**
4-1 **T45 S34**
4-2 **?XP 83Z**
4-3 **RD5 S3?**
4-4 **F4Y 034**
4-5 **34Y 032**
5-1 **WZY 034**
5-2 **3GY 030**
5-3 **WNP 03Z**
5-4 **563 03T**
5-5 **FZM J24**
6-1 **5GM 03T**
6-2 **W6W S3V**
6-3 **P6C S26**
7-1 **PGC S22**
7-2 **FQM S24**
7-3 **M4P S27**
7-4 **WD5 S20**
7-5 **3DP S22**
7-6 **H0F 02?**
8-1 **70Y 022**
8-2 **?8Y 020**
8-3 **7SY 020**
8-4 **HJP 02Y**
8-5 **70P 02Z**
8-6 **18P 02Y**



Harvest Moon

HEAD START

If you want to get a head start in your farming career, choose the female character and give her a name beginning with a heart symbol. Choose the cat as a pet and put a heart at the start of its name. You'll get a bag of grass, a bag of turnip seeds and a watering can.



COW THERAPY

If your cow is feeling poorly, push it towards the door of the shed and take it for a walk. Repeat the treatment every day and your heifer will be right as rain in no time.



VARY CROPS

The kind of seeds you get to buy depends on how you entered your name. If the first letter is a capital, you get eggplants and carrots. If it's a lower-case letter then you get broccoli and peanuts. If you put a heart symbol instead of the first letter you can buy every type of seed.

SPECIAL TOOLS

To upgrade your hammer, add an extension to your house. The carpenter will present you with a better hammer. To get a golden axe, wait until the earthquake comes and use your existing axe in the north part of the Harvest Sprites' cave, where the large pool is. To improve your hoe and sickle, feed the Harvest Sprite in the first cave every single day until the earthquake. If you free the trapped sprite, you can get the hoe and sickle upgrades from the sprite by the northern pool.



HIGH SCORES

Are these scores getting too tough? We know they're all beatable, even those *Tetris DX* records, so treat your GB to some fresh batteries and try your luck. You never know…

POKÉMON PINBALL

Red
10,959,250,700 Zamir Bandali
9,582,100,850 Josh Matthews
7,532,370,300 Robbie Klijn
4,966,235,700 Oscar Shefik
4,411,553,000 Swee Ling Khow
Blue
17,107,294,950 Swee Ling Khow
15,240,391,550 Zamir Bandali
12,633,586,000 Robbie Klijn
10,284,984,100 Yuen Tsang
10,117,350,650 Gigi Tsui

MARIO DELUXE

Challenge
1,303,650 James Holt, Halifax
1,285,750 David Noble, Belfast
1,281,100 Ian Shaw, email
Super Player
1,283,650 Joseph Cayzer, Australia
456,150 Phil Wakely, Exeter
406,000 Peter Tweedie, Woking

TETRIS DX

40 Lines (level 0)
1:28 Alan McMonegal, Glasgow
1:31 Richard Ford, London
1:32 Nick Bec, Salisbury
Ultra (level 0)
24,391 Alan McMonegal, Glasgow
22,059 Nils Skuncke, Norway
21,488 Richard Ford, London
Marathon (level 0)
4,396,921 Alan McMonegal, Glasgow
4,101,580 Nick Hiom, Thetford
2,559,613 Richard Ford, London
Marathon (level 9)
6,395,775 Alan McMonegal, Glasgow
6,120,591 Paul Curtis, Hull
3,322,821 Richard Ford, London

GAME & WATCH GALLERY 3

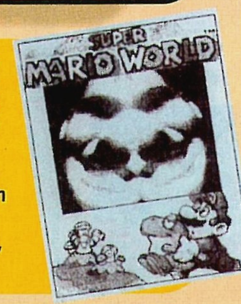
Mario Bros (modern)
604 Jonathan Denne, Stansted
494 Simon Garner, Australia
Egg (modern)
827 Jonathan Denne, Stansted
745 Rachel Shepherd, Barnsley
Turtle Bridge (modern)
580 Leigh Madden, Hull
372 Mark Wallace, Crewe

Scores wanted!

Send your high scores to: **Planet Game Boy (high scores), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.** If you're online, email us at **n64@futurenet.co.uk**

Game Boy Gallery

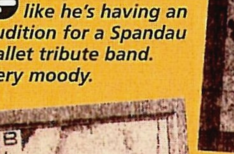
WINNER!



Paul Walker sent us this work of art. Viewed this way up, it's a fairly standard mutie. But turn it upside down and you've got Mario wearing a turban. Go on, try it. Now that's style.



Simon Revill looks like he's having an audition for a Spandau Ballet tribute band. Very moody.



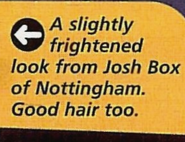
A slightly frightened look from Josh Box of Nottingham. Good hair too.



Interview with Craig 'The Vampire' Pickering of Mansfield.



Ruben Larsen continues the '80s pop mood. Howard Jones?



We're not surprised the sender of this didn't include his or her name. It arrived in a green envelope.



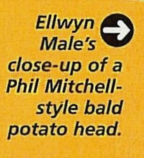
Calvin Graves survives a nasty bolt through the head with no ill effects. A medical marvel.



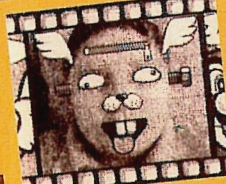
"I own a GB Pocket." But you didn't tell us your name. Oh dear.



This one's great! A mutant Mickey Mouse from Hell, by Dave Fryer of Seaton.



Jamiroquai's Deeper Underground video, recreated by Harry Steele. Luigi looks suitably petrified.



Ha ha, it's useless TV hero Manimal, continuing our retro theme. Remembered by Robin Gissing.

Ellwyn Male's close-up of a Phil Mitchell-style bald potato head.



That doesn't cut it in these parts. No sir. By Matthew Sexton, straight outta Kempston.



The double-barrelled Oscar Chambers-Smith mixes it up with the Boo boys. Anyway, next pic please.



Utterly disgusting. We don't know what it is, apart from the fact that Tom Dewsnap made it.

This one's by Luke Munro of Aberdeen. Next!



A reasonable sort of chinny monster by Rhys and Rhodri Jervis from Swansea.

New prizes for old muties!

Starting this month we've got a brand new Gallery prize – Joytech's Action Pack bundle, which contains goodies that work with both Game Boy Color and Pocket models, as well as a link cable which will fit old Classics. It's a nice collection of handy stuff, and it could be yours if you get busy with your Game Boy Camera and send us some freaks.

This month's winner is one of the best we've ever seen (matched only by the talking toilet someone sent in last year – far too evil to print, but still raising the odd chuckle from its position on the side of Martin's monitor). If you think you can produce something as good as the pics you see on this page, then next month you might just be joining Paul Walker as one of the lucky few to have been honoured right at the top of the Game Boy Gallery.



Send us your freaks



In association with JOYTECH

Get creative! Point your Game Boy Camera at something interesting, print it out and pop it in the post. We'll print as many of them as we can fit on the page, and our monthly favourite wins an Action Pack courtesy of those kind folks at Joytech (01525 244 200, or www.joytech.net), containing a mains adaptor, rechargeable battery, light magnifier, carry case and a clear purple link cable. Not a bad little haul. Send your pictures to:

Game Boy Gallery,
Planet Game Boy, N64 Magazine,
30 Monmouth St, Bath, BA1 2BW.



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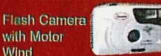


GO FOR IT!

We've got our hands on some crazy stuff, and all you have to do to win 'em is to call the number, pick your prize, crack the code and it's yours!

09069 182280 Instant Win!







PRIZEBUSTER

THE HIGHER THE SCORE THE BIGGER THE PRIZE!

Score 30 points or more to start winning! Win Dreamcasts, Mini HiFis, Wrestling T Shirts, Nintendo Games, Databanks, Video Players, PlayStations, Nintendos, Colour TV's and a top prize of a Pentium III computer.

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Win a box of Trading Cards!
36 Packs = 396 Cards Wow!
09069 182298



Win Pokémon Yellow Game!
with Gameboy
09069 182293



Win Pokémon Stadium!
09069 182296



Win Pokémon Red & Blue!
with Gameboy
09069 182295

Win Pokémon Pinball!
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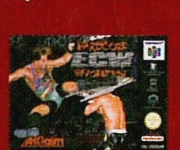
Win Pokémon Goodies!
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Includes Videos, T Shirt, Toy Figures & more
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Two tickets for Slamming action at the Sheffield Arena, on Dec 2nd 2000
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Hardcore wrestling games of your choice.
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Includes Rock, Kane & More.
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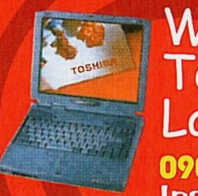


Win Pentium III PC!
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Zip about on this stylish Scooter! Ideal for cruising and looking good!
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Calls cost up to £3, so please ask permission from the person who pays the phone bill.

Most competitions require a tone phone. If a competition is marked INSTANT WIN then you will be told if you are a winner during your call. Instant Win competitions have questions and a game to decide if you are an instant winner. Other competitions involve questions with tiebreaker and end on the 31st August 2000 (unless otherwise indicated), after which they may be replaced by a similar service on the same number. Actual designs may vary. Accuracy cannot be guaranteed. If you would like rules or winners' names, see our web site www.infomedia-servicves.co.uk or send a request with stamped addressed envelope. If you win an INSTANT prize send your claim, with Claim Number to

InfoMedia Services Limited 'Claims Dept'. PO Box 28 Northampton NN1 5DS. HELPLINE: 01 604 624 634

THE LATEST UK N64 GAMES REVI

N64 MAGAZINE ARENA



POKÉMON SNAP

Pikachu and pals smile and say 'cheese'!

GO TO PAGE 48

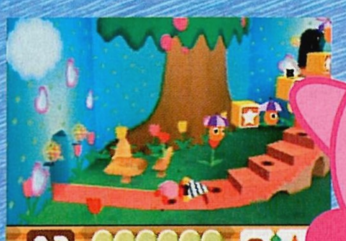






KIRBY 64: THE CRYSTAL SHARDS

A sweet treat, or bubble glum?





GO TO PAGE 54

Don't forget to visit the IMPORT ARENA

The games they're playing in America and Japan.





FIGHTER DESTINY 2









The sequel to the N64's best beat-'em-up – in English.

GO TO PAGE 60

RALLY CHALLENGE 2000

Vatical's petrol-guzzling trip around the world.

GO TO PAGE 63





STARCRAFT 64





After *Command & Conquer*'s half-hearted attempt to bring real-time strategy to the N64, can Blizzard's sci-fi war sim deliver the goods?

GO TO PAGE 58

BOMBERMAN 64



Will the cute little fellow's *Second Attack* leave us shaken or stirred?

GO TO PAGE 64





EWED, RATED... AND COMPLETED!

How it works

Team **64** are gaming experts. They can play games and finish them, make definitive judgements *and* write it all down in a clear and entertaining way.

ESSENTIAL INFORMATION

Our reviews are the biggest and best in the world. But you'll need to know a few things before you start...



THE INFO BURST

Look for this box on all our reviews to get an idea of whether the game in question uses N64 peripherals like Controller and Expansion Paks. Also, we'll tell you whether it works with the new Transfer Pak, when it's out, over here and in Japan and the States, and how much it costs.

Having trouble finding a game?
Try CA Games on **0141 334 3901** and they should be able to help with all your UK and import N64 needs. Remember to tell them we sent you!

IF YOU'RE IN A HURRY

We've tried to provide the most comprehensive reviews around, but if you're in a hurry, you can always just use our Verdict box!

PLUSES AND MINUSES
These tell you the good and bad bits about the game, breaking them down into easy-to-spot pluses and minuses.

IF YOU LIKE THIS...
The N64 has hundreds and hundreds of games – some of which will be similar to the game we're reviewing. So, in order for you to easily seek out another title of the same type, the 'If you like this...' box gives you an alternative choice. For example, if you liked *GoldenEye*, you might also like *Turok 2* or *Quake II*.

VISUALS What does the game do with the N64's stunning graphical power?

SOUNDS How good are the game's sound effects and music?

MASTERY How well does the game make use of the N64 and its incredible hardware?

LIFESPAN Will the game last you for months or a matter of hours?

VERDICT An overall opinion of just how good the game actually is. Plus, of course, a score.

pluses & minuses
+ ● Amazing levels.
– ● Appalling music.

If you like this...
Mickey Mouse 64
Rare
N64/45, 96%
Amazing *Mario*-beating Mickey Mouse-a-thon.

9 VISUALS
8 SOUNDS
8 MASTERY
7 LIFESPAN
VERDICT



HOW N64 SCORES A GAME

Because N64 carts are so expensive, we won't award our Star Game badge until we know you'll be getting your money's worth.



85% and above
*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge.*

84% – 70%
If we award a game 70%-plus you can be sure it's fantastic fun, if not perfect, and well worth thinking about adding to your collection.

69% – 50%
Every so often a game comes along that's perfectly playable, but just not special in any way – and simply doesn't make good use of the N64.

49% – 20%
Here you'll find games that are lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place. These are to be avoided.

19% – 0%
The disaster zone. There have been a couple and we've not shied away from giving them the firm kicking they deserve. Absolute, wretched crud.

TEAM 64

During our prolonged expedition to Pokémon Island, the watchers suddenly became the watched – look what that cheeky Charmander managed to snap of us.



ANDREA BALL
Notice the quiet disposition of the respected Ballasaur. But be wary; it has been known to strike out with The Stick.
GAME OF THE MONTH Pokémon Snap



JUSTIN WEBB
Usually seen moving at speed, this Judorino was captivated by the headlight-like blast from a flash blub.
GAME OF THE MONTH Rally Challenge 2K



MARK GREEN
Found peacefully playing in a leafy dell, this Greenaar was snapped half way through the dance routine to S-Club 7's 'Reach'.
GAME OF THE MONTH Starcraft 64



DARK MARK
Darkander, on the other hand, was lured from his hollowed-out tree stump by Jud's Depeche Mode back-catalogue.
GAME OF THE MONTH Bomberman 64



MARTIN KITTS
Asked what it was doing by the lava pits, Kitteleon muttered that bodies were easy to dispose of here. Ah. Riiiight....
GAME OF THE MONTH Pokémon Snap



PAUL EDWARDS
This shot of a long-haired Paulchu reveals the secret of how it manages to stay on a surfboard for so long.
GAME OF THE MONTH Kirby 64

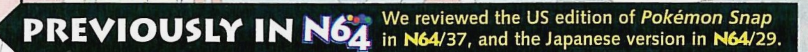



ALAN MADDRELL
'No pictures!' barked the fierce Maddrellasaur, caught in a compromising situation with a Weepinbell.
GAME OF THE MONTH Fighter Destiny 2

STEVE JALIM
Photographed with the help of a high-powered magnifying lens, this Stevepi is only an amazing two inches tall. Really.
GAME OF THE MONTH Pokémon Snap



MEW
A saucer of milk and a delicious bowl of Whiskas were all we needed to tempt Mew in front of the lens.
GAME OF THE MONTH Pokémon Snap



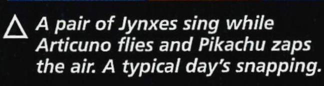
We reviewed the US edition of *Pokémon Snap* in N64/37, and the Japanese version in N64/29.



FRUITY
One of the most important techniques to learn is sensible use of apples. Throwing too many of them will get the inhabitants of Pokémon Island worked up into such a frenzy that they won't know where to go, and will probably just sit down and gorge themselves. But a carefully laid trail of fruit can draw them towards interesting objects (or other monsters) for some great photo opportunities.



A pair of Jynxes sing while Articuno flies and Pikachu zaps the air. A typical day's snapping.



That's a masterful shot of the rare Balloon Pikachu.

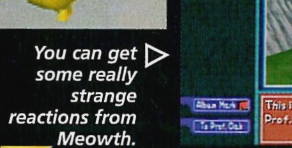
Pikachu didn't kill that Chupa Chup bird – we did.



We almost got trampled by Rapidash horses to get this shot.







You can get some really strange reactions from Meowth.



Bulbasaurs are among the cutest monsters in the game. Ahhh.

Snorlax awakes. Don't mess around with this paunchy monster.

POKÉMON

When you're cute, yellow and famous, there's nowhere to hide from the paparazzi.



INFO BURST

POKÉMON SNAP	
FROM:	Nintendo
CART SIZE:	128 Mbit
HOW MANY PLAYERS:	1
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Sept	Now

COST: £45

During Nintendo's long history of gaming innovation, the company has had many more hits than misses. Although the likes of the SNES Super Scope (a piece of plastic drainpipe masquerading as a light gun), Rob (the world's most unlovable robot) and the Virtual Boy (the only console guaranteed to cause permanent eye damage) fell by the wayside, other great ideas have flourished.

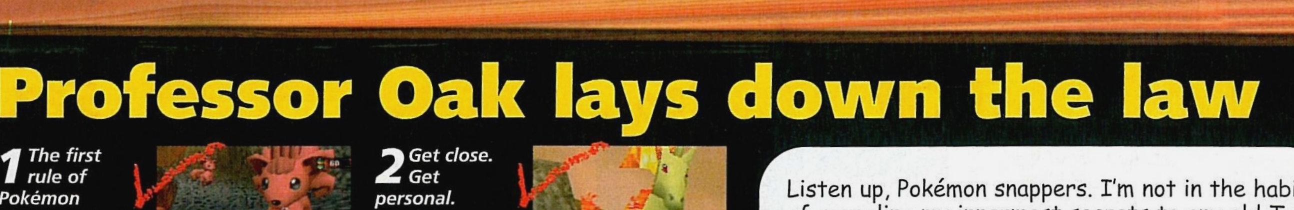
One of the greatest and most unusual of them all is Pokémon – a most improbable success story outside of Japan. It's Nintendo's biggest ever hit, and now it's the proud parent of arguably Nintendo's oddest ever spin-off. In *Pokémon Snap*, you must help Professor Oak fill in the 63 remaining spaces in his Pokémon Report. Not by catching monsters in the usual way, but by photographing them. Well, if there's anyone who can turn such an odd concept into a great game…





Could be time to do a runner. This is one seriously large and grumpy monster.

Kwaaa! Kwaaaa! Ker-waaaaa!!!



Professor Oak lays down the law

Listen up, Pokémon snappers. I'm not in the habit of revealing my innermost secrets to any old Tom or Jane, but since my 'friends' at **N64** Magazine have been deriding my photo-judging abilities, I believe this is an opportune time to set the record straight.

So pay attention at the back. I'm not going to repeat any of this. Memorise these simple rules and there's a chance I won't just throw your pics straight into the bin. A very slim chance, mind.



***1** The first rule of Pokémon photography is you don't disrespect your subject. So be professional, and don't go taking any rear-view pictures of Pokémon. I have no patience with perverts or part-timers.*

***2** Get close. Get personal. Become one with the monster in front of your lens. If you try to fool me into thinking that some distant blob on the horizon is actually Mew, my fist will be making an urgent appointment with your chin. Got that?*

***3** Action! I need action! Pictures of Pokémon grazing, sleeping or just staring into space are no good to me. If I'm going to complete my study, I need to see some reactions. Never insult my intelligence with some useless shot of a comatose monster. I'll kill you.*

***4** Use the items I so kindly supply. I don't spend half my salary on apples and pesterballs for nothing. Use the pesterballs to provoke an angry reaction or use apples to feed hungry monsters. And no nibbling. They're contaminated with pesticides, and unfit for human consumption.*

***5** Points will be allocated based on size, composition, rarity value and pose. My decision is final – do not mess. Here endeth the lesson.*



SNAP



These little foxes love apples.

Why is the middle one looking so miserable?

We can't resist the 'Lax. He's one of our favourites.

GO! GO!

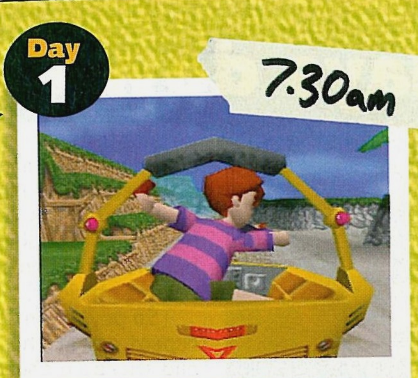
My safari album



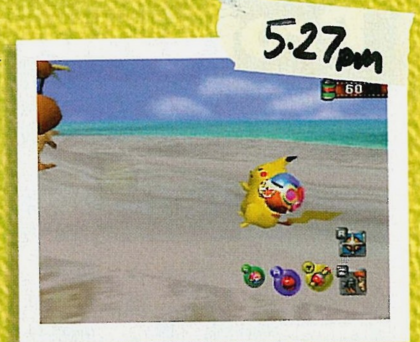
FIRE AND FORGET
The best scoring pictures are often the ones taken immediately after you've got a reaction from a monster. The creatures usually do something special straight away, and the Prof just loves that kind of snap. Our preferred tactic for making sure we don't miss a thing is to keep the camera trained on the subject and fire off as many shots as possible. It's easy to sort through the shots at the end of the level, and it's always preferable to have a surplus of decent pics rather than two or three okayish ones. Remember, all of that film and processing just goes on the Prof's expense account.

Day 1

This is me right at the start of my expedition. Professor Oak suggested I wear something that blends in with the surroundings, so I brought along my favourite purple and pink top.



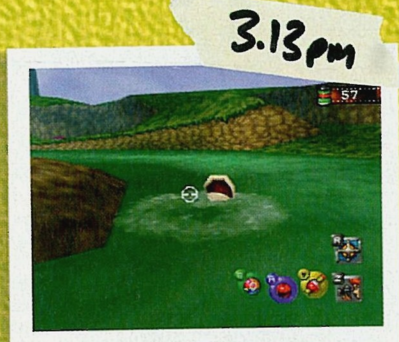
My first encounter with a real Pikachu! I caught it on the side of the head with a zinging pesterball shot, hence its lack of consciousness. The Prof won't be amused, but I think this is a good effort.



Day 2

3.12pm

Spent most of the afternoon pursuing a Psyduck. It just wouldn't stay still, so I engaged the turbo motors and chased it into the river, throwing pesterballs at it as hard as I could.



Just as it seemed to be giving in, it turned around and took the full impact of my pesterball right between the eyes. I felt slightly guilty as I watched it sink to the bottom of its watery grave. I shan't show this picture to the Prof.

Day 3

Encountered a tribe of Charmanders. They seemed very interested in the contents of my packed lunch, and begged for food. Decided to feed them some apples.



Having consumed every edible morsel from my knapsack, the Charmanders performed a ritual dance. I think they've chosen me as their leader. Backed away very slowly until I was out of sight. I pray they don't follow me.



Day 4

2.59am

Is it some kind of revenge for Pikachu and Psyduck? The Charmanders have cornered me in this cave, where I am forced to hide. Hungry. And cold. And hunted. Wish I'd brought my Game Boy.

The Pokémon Report

The aim of the game is to supply 63 pictures to fill in the blank spaces in Professor Oak's Pokémon Report. Once you've snapped a creature, you can check out details such as location and score. It's a big help when it comes to deciding which pictures you should try to improve – after all, there's a major high score challenge to be found here.



PKMN No.
A~Z

PKMN Report

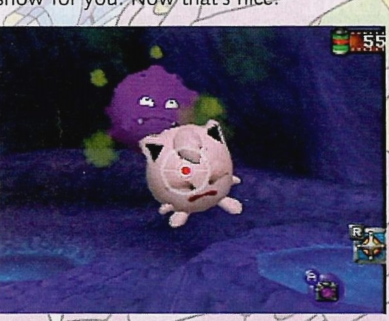
No.	NAME	COURSE	SCORE
151	MEW	Rainbow	9840
039	JIGGLYPUFF	Cave	6400
025	PIKACHU	Cave	6220
004	CHARMANDER	Volcano	5090
016	PIDGEY	Beach	4630
146	MOLTRES	Volcano	4580
145	ZAPDOS	Tunnel	4500
037	VULPIX	Volcano	4440
075	GRAVELER	Valley	4400
101	ELECTRODE	Tunnel	4400

Special monsters

Sometimes you can get a special picture from certain monsters. If you do the right things at the right time, you can change ordinary situations into ones that get an enthusiastic reaction from the excitable Prof.

SAVE THE 'PUFFS

When you spot Jigglypuffs in distress, helping them out earns a big smile. And at the end of the level, all the Jigglypuffs you managed to save will put on a special show for you. Now that's nice.



FEED THE 'MANDERS

Normally there's just one Charmander in this area, but if you throw a few apples you can entice a whole gang of them. Play the flute for them and they'll perform the cutest little dance.





HIT THE ROCKS

If you manage to knock three scary Gravelers off their cliffside nesting place, they'll do the Graveler Dance for you. It's quite an aggressive composition, so get that picture, then get out of there.





STICK 'EM UP

A feature of the Japanese, US and Australian versions is the ability to get glossy printouts of your favourite snaps via a special machine at participating Blockbuster stores. At the time of writing, Nintendo were unable to confirm whether the feature would survive the final cut for the UK version (after all, they removed the gallery option from *Pokémon Stadium* at the last minute). Hopefully we'll get the chance to make a few stickers here too, but if not, it's hardly a game-ruining omission.



Get that picture framed nicely or the Prof will be most upset.

The old power plant is a very strange place.

Hello there. We found this one hiding inside a whirlpool.

GO! GO!

AGAIN, AGAIN
As a rule of thumb, if you do something that gets a reaction from a monster, do it again. There's always a chance that repeating your actions will either draw the monster closer or reveal some kind of hidden pose that will earn huge points back at the lab.

READY FOR HIS CLOSE-UP

Maybe there are only 63 monsters in *Snap* because the other 88 are all Pikachu. He pops up everywhere, but you can snap some very nice Pika pics.



PIKACHU ON A STUMP

You might think that a Pikachu sitting on a tree stump is a common sight. Far from it. Because of the bonus points for the second Pikachu in the shot, this pic is worth well over 6,000 points.



BALLOON PIKACHU

This is so sweet, and so difficult to get a decent pic of. Balloon Pikachu starts to float away again almost as soon as it appears, so the best you're ever likely to see is a distant view. Get lucky and you can collect big points.



SURFING PIKACHU

If you can tempt Pikachu onto the surfboard at the start of the very first level, you can get some decent action shots. Professor Oak will be most pleased with pictures that show the yellow mouse performing backflips for the camera.



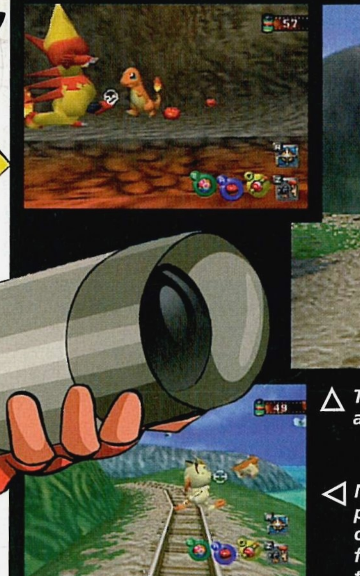
PIKACHU ON A BALL

Appeal to Pikachu's vanity and you can get a picture like this. The Electrode doesn't appreciate being used as a toy, though, so you've got to take your snap before the whole scene turns ugly. Keep the viewfinder focused carefully on Pikachu's smiling face.



PIKACHU ON A BIRD

Not just any old fowl. This is Articuno, one of the three legendary birds you get just one chance to catch in the Game Boy carts. It's one of the hardest shots in the game, this, not least because Articuno's wings sometimes obscure little Pikachu.



△ That's a little too far away.

◁ Meowth performs cute feline tricks.

△ That's an unusual kind of picture.

This could quite easily have been the dullest thing in the world. A photo-safari through Pokémon country in which you're forced to amble along the same short tracks, time and time again. It doesn't sound like the most enthralling of concepts, and if it wasn't for the fact that we're still enjoying playing it more than a year after we first saw the Japanese version, we might begin to suspect Nintendo were losing their touch.

But *Pokémon Snap* is just brilliant fun. It brings the monochrome world of the Game Boy RPG to life, and it's quite possibly the cutest thing ever created. Watching a pair of Bulbasaurs chasing after apples, or a Squirtle scurrying out of the water, it's like being the cameraman in the most bizarre nature documentary ever made.

Armed with a camera, enough film to shoot 60 pictures, and an unlimited supply of apples, you've got to provide photographic evidence of the weird wildlife inhabiting Pokémon Island. As you get more and better pictures, new levels open up and Professor Oak adds new items to your inventory, such as pesterballs (to annoy monsters) and a flute (to make them dance). The new items can be used to find hidden stuff in previous levels, so there's an awful lot of backtracking to be done before you'll snap the 63 monsters needed to complete your Pokémon Report.

The six levels consist of tracks along which your Zero One vehicle travels, and it takes two or three minutes to get to the end of each one. Each time you play you'll find the same monsters in the same positions, and unless you do something, they'll be repeating the same actions. It's like getting stuck on a very sedate Pokémon theme park ride – more Tunnel of Love than Nemesis.

What transforms *Pokémon Snap* from a visually appealing demo into a proper Nintendo game is the variety of things you can interact with and the range of different situations you get to see if you're persistent enough. Just rolling along the track, feeding monsters as you go, is an enjoyable experience. The reactions of the creatures as they squabble over the last apple are delightful, and beautifully animated too, but there's much more to

I SAW THE SIGNS



Where could a thing like this be hiding? Find all six of them.

After you've discovered all six of the normal courses, there's a final level featuring the rarest monster of the lot. Mew is a playful kitten, and loves to flit past the camera lens. However, it absolutely refuses to be captured on film, and will put up a defensive shield any time you try to get a picture. Only the craftiest snappers will figure out how to get that elusive shot.





That's what happens when you try to snap Mew. He's shy.

Muk makes obscene gestures at the camera.

These things hide behind magnetic fields. Hard to snap.



The mouse shows off its balancing skills on this Electrode.

What happened? We thought they were harmless Bulbasuars, but the shape-shifters have fooled us.

see if you try a little experimentation. A combination of pesterballs, fruit and music might knock your subject to the ground, only for an even more desirable creature to come scampering out of the undergrowth. You really do have to try everything, which is the reason the levels are so short and packed full of activity – it would be pretty tedious if you had to wait several minutes to get one shot at an end-of-level monster.

As hard as it is to categorise *Pokémon Snap*, the N64 game it has the most in common with is probably the on-rails shoot-'em-up *Lylat Wars*. Except instead of getting a fixed number of points for each thing you hit, you're judged on the artistic merit of your 'kills', like in *Pilotwings*' photography missions. It's a unique formula, and with the appeal of Pikachu (and 62 friends) thrown in, its another surefire winner for Nintendo.

Pokémon Snap also has the distinction of being the best realisation of the Pokémon universe to date. The locations are perfect – familiar and yet somehow other-worldly. The monsters behave just like you'd expect them to, and are cute beyond belief. Plus, there's a challenging and engrossing game to play. It's almost the ideal companion to *Pokémon* on the Game Boy.

Almost. It's a shame that there are only six courses and 63 monsters to catch. Once you've found them all, the only challenge is in improving your high score. If it was just a little bit bigger, *Pokémon Snap* would certainly deserve a Star Game award. But there's a lot of potential here. Imagine a *Gold* and *Silver* version, with 251 monsters and a vast playing area. Or even a Dolphin edition, with first-person graphics like this and gameplay like a real Pokémon RPG. With any luck, *Pokémon Snap* will be just the beginning.

MARTIN KITTS

VERDICT ***Pokémon Snap is just brilliant fun, and quite possibly the cutest thing ever created.***

pluses & minuses

+
- Seriously cute.
- Great animation.
- Loads of secrets to search out.

–
- Most of the monsters aren't here.
- You have to rely on the Prof's artistic judgement.

If you like this...

Pilotwings
Nintendo
N64/1 89%
Similarly relaxing flight game with photos and monsters.



8 VISUALS
Lovable monsters with gorgeous animation. It's an awesome cutefest.

7 SOUNDS
Could have done with a few more jungle noises, but the music is pretty good.

6 MASTERY
Above average, even if it won't win any awards for technical genius.

8 LIFESPAN
We've enjoyed returning to it so long after the Jap version. It'll last a while.

VERDICT
Highly original and great fun to play. Shame there aren't at least 88 more monsters though.

80%

PREVIOUSLY IN N64

We first had a bit of a gander at *Kirby* back in **N64**/39.

I DIDN'T INHALE

Videogames are right on top of current nutritional knowledge. Tomatoes in real life are said to be extremely good for you, and in *Kirby* they will heal all your ailments. However, so will cake to a lesser extent, and that worries us. More interestingly, Kirby can swallow anything from cardboard boxes to spiky explosive enemies. If it isn't bolted to the floor, Kirby's liable to gulp it all down with his vacuum-like suction power. And you never have to change his bag.

Bright, colourful levels. Could this be Kirby?

The Kirbster squares up to a similarly-hued boss.

That chequered block can be unlocked with a particular power-up.

Once rid of the Dark Matter, your mates are very useful. Cheers.

Rock Kirby has an attitude problem.

You can drop down and sort out that pesky crustacean.

We've made this lovely power-up ourselves. Yay!

Obviously nothing dodgy going on in there, then. Ahem.

Old Penguin Boy has the ability to smash walls into a pitiful submission.

KIRBY 64

Live out the life of a bubblegum hero.



INFO BURST

KIRBY 64: THE CRYSTAL SHARDS

FROM:	Nintendo
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Sept	Now

COST: £40

It's open season on retro gaming once more. With *Namco Museum* and *Space Invaders* to name but two, developers worldwide are turning to their time-honoured heroes to make us feel young again.

Curiously, though, neither of the aforementioned games looked much more dapper than their first time round, leaving some folk wondering where all their moolah was going. With the mighty pink oval, though, things had to be different.

Once, at the top end of the 2D platform market sat a pink blob called Kirby. He could shuffle and squidge his way about the place, sucking in and spitting out enemies without a hint of gastric grief. Inevitably, a beautiful new English-language version of his updated antics was bound to waddle onto the N64…



No trip's complete without everyone's fave bottle opener.

All very nice, but a bit quiet here, don't you think?

It all turns out for the best when Kirby's in town.

Kirby's spiky trick spoils the balloon fun at children's parties.

BRAVE NEW WORLD

Six worlds, each with different challenges...

WORLD ONE



Kirby's quest kicks off here. It's not very challenging, this. You'll spend most of your time mooching about a castle, collecting firey powers.

WORLD TWO



Take a deep breath and drive right in for this series of underwater caves. There's some lovely swimmy action to be had, plus some rare icy moves.

WORLD THREE



A big desert island, and very pretty too. It's mostly a leisurely stroll on the beach, but you'll find some tricky vertical swimming bits later on.

WORLD FOUR



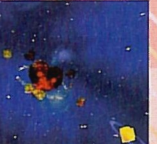
A bit of a mixture, this. Ready yourself for an excellent minecart ride – simple to get the hang of, but still exciting. More, please!

WORLD FIVE



An icy place for sure. Ice is fun to experiment with, so you can make the great Refrigerator or the scientifically improbable Flaming Ice-cube.

WORLD SIX

The final world, apart from the Boss Planet – which is entirely different. This one's in the form of a nursery or playroom, only scary. Worrying.

YOU GREAT BIG PUFF, YOU

The characters in platformers are all too frequently hampered by the selective application of the laws of physics. Kirby's attitude towards Newton's laws is even more lax, since he's all rubbery and troublesome like that. Where he would normally bash his head on a higher platform, if it's thin enough he'll somehow squidge round it and appear on top. Naturally, he can perform the same trick in reverse to get down a level or two.





Kirby's chums in a particularly pleasing cut-scene. Nice.



The 3D effect in this underwater section is alright until you move.



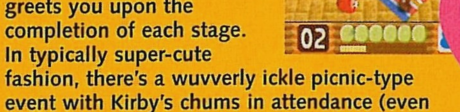
Those shards in action, folks.

The Spark power on its own looks horrific to us.

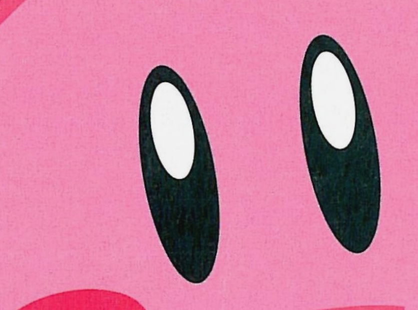
THE CRYSTAL SHARDS

JUMP, YOU FOOL, JUMP!





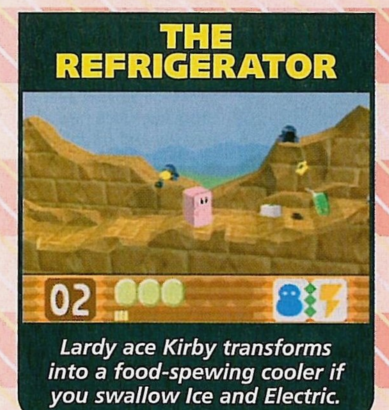
Kirby's riddled with little minigames, but the one you'll inevitably play the most is the diversion which greets you upon the completion of each stage. In typically super-cute fashion, there's a wuvverly ickle picnic-type event with Kirby's chums in attendance (even the ones you haven't yet liberated from the Dark Matter's evil influence). Spread out on the cloth is a feast of beneficial goodies, the best of which is an extra life. Tap A when Kirby's facing in the desired direction, then tap A again to make him jump the correct distance to snap up the precious picnic delight. It's a lot harder than it sounds. And if you end up with nothing but a mouthful of air, poor old Kirbs looks to the camera and cries his eyes out – to the infinite amusement of his so-called friends.



I HAVE THE POWER!

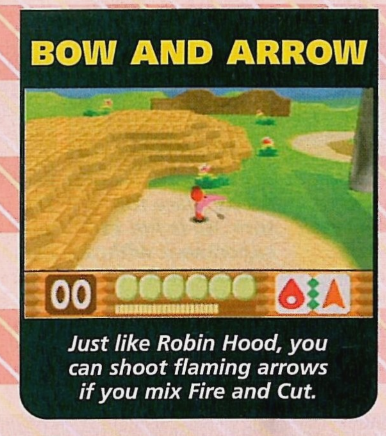
Here's a smattering of the combination powers you can mix up…

THE REFRIGERATOR



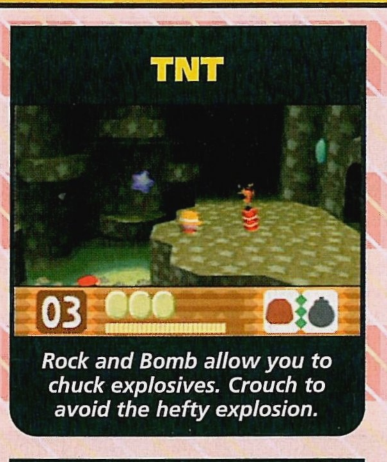
Lardy ace Kirby transforms into a food-spewing cooler if you swallow Ice and Electric.

BOW AND ARROW



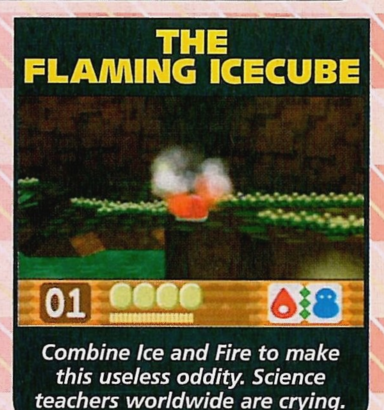
Just like Robin Hood, you can shoot flaming arrows if you mix Fire and Cut.

TNT



Rock and Bomb allow you to chuck explosives. Crouch to avoid the hefty explosion.

THE FLAMING ICECUBE



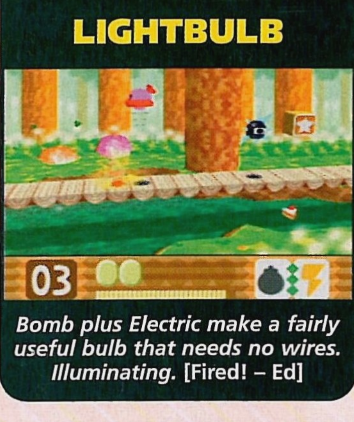
Combine Ice and Fire to make this useless oddity. Science teachers worldwide are crying.

FLAMING SWORD



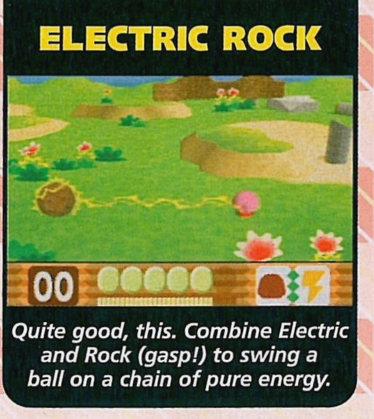
Neat! Fire and Cut make this devastating power-up. Very satisfying.

LIGHTBULB



Bomb plus Electric make a fairly useful bulb that needs no wires. Illuminating. [Fired! – Ed]

ELECTRIC ROCK



Quite good, this. Combine Electric and Rock (gasp!) to swing a ball on a chain of pure energy.

FLAMING KIRBY



Mix Fire and Electric to set Kirbs aflame. Sounds bad, but it sorts out the enemy nicely. Hardcore.

Picture the scene: the ridiculously cute elven community of Ripple Star are living cute lives doing cute things. A bad idea, really, since they're just begging for interference from malignant forces. Unsurprisingly, along come some black fuzzy thingies with no sharp outline and only one eye each – pure, seething evil.

The fairies' heroine Ribbon attempts to leg it with the magic crystal to prevent the Dark Matter from making it into an air freshener for their car. Or something. As the Matter chases Ribbon around the cosmos with little regard for the Highway Code, there's inevitably trouble. The crystal shatters into a squillion pieces, Ribbon crashes to earth, and everyone has egg on their face.

However, Ribbon's crash-landing happens to be slap bang next to an amorphous pink mutant by the name of Kirby. Being a decent sort, he offers to sticky-tape the splinters of shiny stuff together. With his disturbing elasticity and shape-changing qualities, the task should be a cinch.

Unfortunately, it is. We're talking about very rudimentary 2D platforming here, of the jump-run-jump-bash variety. Occasionally, you'll round an almost-3D corner or two, but *Kirby* is mostly a thoroughly NES-like experience. Fine in itself, but most of the game is easy to run through without bothering to concoct neat cocktails of power-ups.

You'll run into bosses on every world, but curiously it often boils down to repeating the same tactic for each one – it'll spit wee versions of itself, which Kirby sucks up and spits back at the mummy. That said, once Kirby has swallowed a fiend he can do a surprising number of things with it. Gulping down specific types of enemy transforms them into a type of energy ball, which can either be chucked as a weapon, or used to allow the Kirbster to perform all manner of craziness. Chuck one of these balls of fun at another enemy and it'll become a combined power-up. Hours of entertaining experimentation await, mainly due to the curious results – some quite devastating, others quite pointless. Curling, anyone?

Kirby can also swim, climb and inhale air to take to the skies. He'll run into several of his mates along the way, too. They're a strange bunch, ranging from a mallet-wielding penguin to an artist whose piccies come alive. When you face her as an evil boss – under the influence of the Dark Matter –



"Right boys, if I have to hold this pose any longer, I might just get stuck like this."

An almost-3D moment for a boss stage.

You say jump, Kirby asks how high.

Nice background. Those black clouds suggest the weather might turn nasty in a while, though.

OH DEAR, WHAT CAN THE MATTER BE?







The Dark Matter has enlisted the help of all kinds of crazies. They're mostly harmless, but interesting all the same. Maraca Man is our favourite; he's so into his music, he's gone, gone, gone.

The crabs aren't bad either, but sadly they can only move sideways.

Prime choice for scary chuckles is the big green frog. His dark beady eyes loom out from the darkness of a cave, and if you pass in front of him he'll swallow you. That should teach the greedy pink blob a lesson or two about eating folk.



Happy days. You're off for a ride with your mates. Bit of a squeeze in there.

Big bomb boss. Kirbs'll sort him with his dreaded lobster attack.

This level select screen is a highly pleasing way of navigating the various worlds.

her creations look scribbled, and when they turn around they flip over. Very interesting, since it shows us something of how *Paper Mario* will end up.

Speaking of looks, there's absolutely nothing to complain about in the eye-candy department. Mr Kirby himself is so cute you could just eat him alive. Which is dangerous for Kirby, resembling as he does a tempting ball of bubblegum. Lovely hi-resolution, postcard-style cut-scenes intersperse the action, advancing the 'plot' in a distinctly engrossing and curiously cinematic way. It may be cartoony in style, but there's no trace of shoddy workmanship to be found here.

VISUALS ***Mr Kirby himself is so cute you could just eat him alive. Which is dangerous for Kirby.***

Developers HAL have taken a leaf out of *Pokémon Stadium*'s successful book, sticking in a little four-player action. They've jammed in three, simple, two-minute button-mashing multiplayers, which are great for younger players, but will have older folk yawning after a couple of plays. The best of the three is Checkerboard Chase, a frantic isometric puzzler where you shoot the floor from beneath your chums' surprised feet. The minigame where you press A or B to jump forward one step or two is surprisingly difficult, or just maybe our game-frazzled brains are getting too old to cope with mathematical demands and hand-eye co-ordination combined.

To be fair, there are surprising depths to unearth in *Kirby*, which should extend its lifespan beyond a week or so. Only after playing for a while will you start to notice out-of-place chequered walls in varying colours. Pay attention to the colours, as they correspond to the combination of powers you need to unlock that little bit. In other parts, you'll need a specific power to break open an area to obtain those all-important shards. Cunningly, not all of the necessary powers are on the same level as the secret section, so you'll be warping around the cosmos searching for a rare electric victim or an elusive ice monster.

All of this should serve to make *Kirby* a bit more of a worthwhile purchase, but for a Nintendo product there's a surprising lack of really challenging gameplay. A return to the true halcyon days of NES 2D platforming is welcome, but we have a few reservations. It's great to see the old pink ball of loveliness back on form after his brief airing in *Smash Bros*, but Nintendo really should be doing a bit better than this.

ALAN MADDRELL



This minigame has you catching tumbling fruit. Can get vicious.

You team up with some close friends at various stages.

pluses & minuses

+
- Despite a long wait, Kirby's in da house.
- There are hidden depths to explore.
- The overall look of the game is superb.
- Kirby's power combos are inventive and amusing.

–
- Really a bit too simple for older gamers.
- A lot of levels and bosses are very repetitive.
- The minigames aren't up to much.

If you like this...

Yoshi's Story
Nintendo
N64/14, 86%
The master of 2D platformers. Inventive and endlessly funny.



8 VISUALS
Smooth, cute characters on smooth, cute backgrounds. Just not particularly adventurous.

7 SOUNDS
Good tunes, but Kirby's strangely lacking in the sound effects dept.

6 MASTERY
No analogue control. Tsk. It's all looking slightly old hat, we're afraid.

6 LIFESPAN
A few extras, like secret areas and minigames, don't *quite* make *Kirby* last as long as it should.

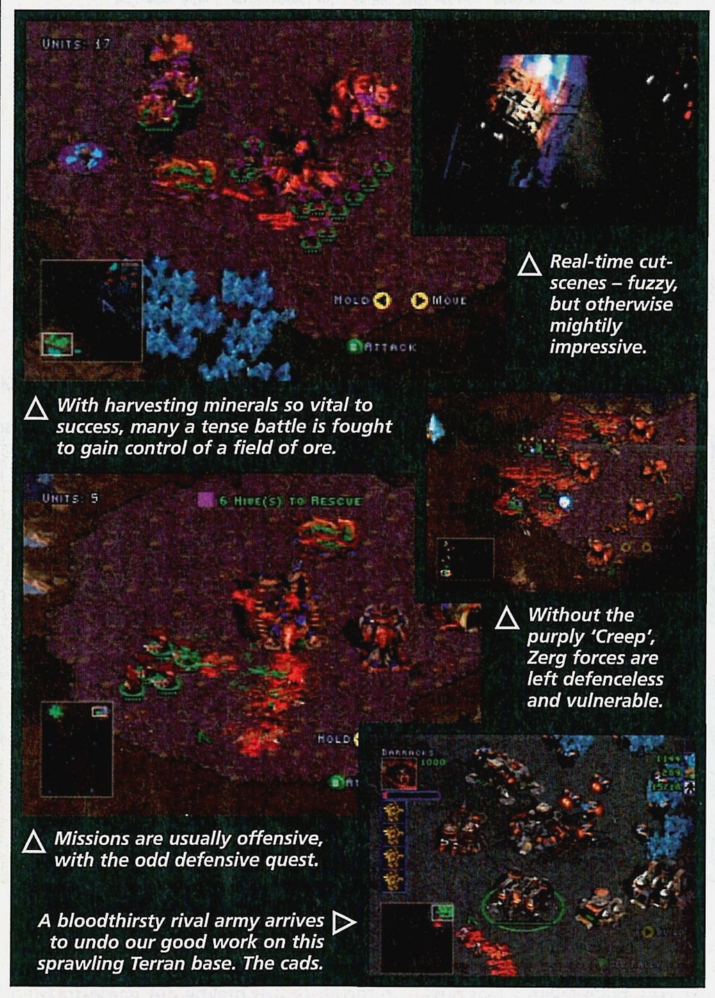
VERDICT
2D platforming has almost reached its zenith with *Kirby* and *Yoshi's Story*. Let's hope future efforts aren't as numbingly simple and repetitive.





The games reviewed in this section are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

PREVIOUSLY IN N64 Our operatives performed a recce on *Starcraft 64* in **N64**/44.



△ *Real-time cut-scenes – fuzzy, but otherwise mightily impressive.*

△ *With harvesting minerals so vital to success, many a tense battle is fought to gain control of a field of ore.*

△ *Without the purply 'Creep', Zerg forces are left defenceless and vulnerable.*

△ *Missions are usually offensive, with the odd defensive quest.*

A bloodthirsty rival army arrives to undo our good work on this sprawling Terran base. The cads. ▷

EASY AS 1-2-3

The three intergalactic races at war in *Starcraft 64*.

TERRAN



These are your run-of-the-mill Homo sapiens. All units are generated from a central Command Centre, but the backbone of the Terran army is the Space Construction Vehicle – basically a bloke in a chunky spacesuit who mines the minerals and gas needed to construct everything else.

ZERG



In the land of the Zerg – an evil species-assimilating race not unlike Star Trek's Borg – all fighting units are grown from wriggling Larvae, and bases can only be built on 'The Creep', a bizarre organic mulch that grows wild. Uniquely, Zerg units can regenerate on their tod – but it takes time.

PROTOSS



The most advanced of the three races, the Protoss is unique in warping in structures from their home planet, rather than actually building them. All Protoss fighters are protected by personal shields, which slowly regenerate over time if damaged. In short, they're horrifically tricky to defeat.

STARCRA

● In space, no-one can hear you scheme.



INFO BURST

STARCRAFT 64

FROM:	Blizzard
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK:	✗
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✓
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	Oct	TBA

COST: $50 (approx £35)

It's laziness, pure and simple. Blizzard *could* have spent two years cooking up a real-time strategy game specifically for the N64, perhaps one that carefully utilised the unique specialities of the console. Instead, we get *Starcraft*. A conversion of a PC game, and a *two-year-old* PC game at that.

Admittedly, Blizzard's game is much more involving than most of the real-time rubbish that's suffocated the PC over the last few years. With three carefully-balanced races to choose from, each with vastly different methods of mining materials, building bases, manufacturing troops and leaping into battle, there's satisfying depth to *Starcraft*. Chuck in a fairly involving storyline that takes in 50-or-so missions – many of which PC owners were forced to fork out for separately – and you've got a game that offers much more than tedious resource management.

Unfortunately, Blizzard have failed miserably in their attempt to squeeze everything in *Starcraft* onto the N64. Most of the controls have been intelligently mapped to the C-buttons, but – as with *Command & Conquer* – dragging and dropping to select groups is a nightmare, and even simple stuff like scrolling the map or selecting a solitary unit is eye-screwingly frustrating with the analogue stick. Compared to the PC version, there's a limited ability to 'cue' commands – so building two missile turrets means ordering the construction of one, twiddling your fingers until it's done, then clicking again to build another. When you've got ten turrets planned, it's irritating stuff.

Something's horribly wrong with the AI, too. In one indoor level, we spent a good five minutes wrestling with a group of troops who steadfastly refused to even approach the set of steps we



◁ The water's there simply for effect – you can't drown troops.

△ An ominous warning of the horrors to come.

◁ With the base ablaze, we're done for here.

EXPANSION PA(C)K
Starcraft 64 comes bundled with 'Brood War', an extra set of missions originally sold separately for the PC. For some odd reason, you'll need an Expansion Pak to be able to access them, but you'll get a tougher batch of missions for your trouble, plus the addition of some new units – including the terrifying, invisible Zerg Dark Templars.

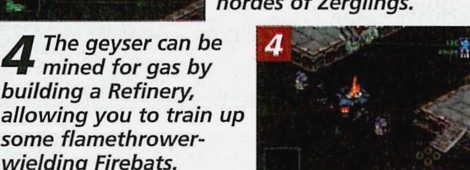
ZERG ATTACK

Mission 3 asks you to protect your Terran base from a Zerg offensive. For 30 whole minutes!

1 This mission starts with a base already built for you – but a bunker to the east needs repairing. Send an SCV to fix it.

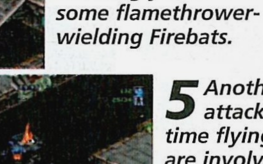


2 Build more SCVs to mine the minerals to the north, then use the resources to train new marines.



3 You're out of time – the Zerg attack has kicked off. The missile launchers and marines should deal with the hordes of Zerglings.

4 The geyser can be mined for gas by building a Refinery, allowing you to train up some flamethrower-wielding Firebats.



5 Another Zerg attack, but this time flying Mutalisks are involved. The Firebats help see them off, but there's heavy damage.

6 While the SCVs fix up the base, build a phalanx of missile turrets on the outskirts – there's an even heavier attack on the way…



FT 64

were pointing at. Even when they finally found their way down, there were still one or two stragglers left upstairs, in awe of their buddies who'd worked out how to use this mysterious 'staircase' contraption.

VISUALS ***…blood and explosions burst out of the screen as your troops fight back.***

Coupled with an infuriating "You've transported to Sector 6! Press A to continue," message, which froze play *every single time* a soldier stepped onto a warp tile, this wasn't our favourite *Starcraft* level by a long shot.

Despite these misgivings, *Starcraft* is a more enticing prospect than *Command & Conquer 64* and most of its real-time strategy stablemates. The battles are suitably epic, with the CPU throwing literally hundreds of units into battle, and blood and explosions bursting out of the screen as your troops fight back. Keeping track of every off-screen happening will tie your fingers in knots, and it's disappointing to see things slow *right* down during particularly action-packed confrontations, but sitting back and watching the results of your careful troop, mineral and gas management is often gripping.

The mission objectives are poorly described – we got stuck in the training mode thanks to that – but they're brilliantly varied. Some feature full-scale assaults on the alien heartland, others place a solitary group of troopers inside an enemy base, still more ask you to build and repair your defences in preparation for a sustained alien offensive. With the addition of one or two-player scenarios, which plonk you on a simple map ready for a giant scrap, there's a whole lot of game on the *Starcraft* cart.

So, this isn't bad. We just wonder if the whole RTS genre is best left on the PC, where having a monitor, mouse and keyboard makes it far less likely you'll be crying yourself to sleep at the end of it all.

MARK GREEN

pluses & minuses

+
- Varied, enjoyable missions. Mostly.
- Plenty of game for your greenbacks.
- Much better than *Command & Conquer 64*.

–
- Often infuriatingly fiddly.
- Unit AI is iffy.
- Slows down to a crawl when things get busy.
- Just not suited to the N64.

If you like this…

Command & Conquer 64
Nintendo
N64/32, 75%
Something for die-hard strategy fans only.



7 VISUALS
The blurriness doesn't help make *Starcraft* any easier.

7 SOUNDS
The troopers' war cries are cute, but otherwise sound is scant.

7 MASTERY
Ably converted in some ways, disastrously done in others.

8 LIFESPAN
Tons of missions, and the two-player is reasonable.

VERDICT
A comprehensive conversion, but it's annoyingly fiddly – and two years too late.


78%

PREVIOUSLY IN N64 We came to blows with the sequel to *Fighters Destiny* when it was travelling under the name *F-Cup Maniax* in **N64**/34.

THANK YOU FOR THE MUSIC
After several hours of play we spotted some fighting moves with distinctly dodgy names. Does the English punk Dixon's 'I'm a Negative Creep', mean anything to anyone? It's distinctly reminiscent of a track on Nirvana's first album, *and* the fighter's named after a certain well-known electrical goods shop, or perhaps old-fashioned TV bobby Dixon of Dock Green. Do a headbutt and it's Beck's 'Devil's Haircut', which, we recall, charted pretty well. Hmm.





△ Choose from three possible single-player endings.

Pierre's skyscraper leap makes the kids giggle. ▽

△ The points system worked well enough last time, so if it ain't broke…

Subtlety and finesse are the watchwords of game design these days, you know. ▷

△ A clown faces many choices in his lifetime. Like how scary to be.

△ The art of surprise attack. Pierre will now get a wedgie.

▽ Fighting atop a building, eh? Tsk.

N64 MAGAZINE STAR GAME

FIGHTER DESTINY 2

You want some more, eh?



INFO BURST

FIGHTER DESTINY 2	
FROM:	SouthPeak Interactive
CART SIZE:	96Mbit
HOW MANY PLAYERS:	1/2
CONTROLLER PAK: 3 pages	✓
CARTRIDGE SAVE:	✓
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?
US: Now | UK: TBA | Japan: Now

COST: $50 (approx £35)

Some games just make you feel old. Particularly when you glance back and see that we reviewed the original high-octane semi-strategic flashy fightfest back in **N64**/13. Perhaps the reason we feel so creaky is that *Fighter Destiny 2* (it dropped the 's' for bizarre copyright reasons) is so strikingly similar to its forebear that we had to check we had the right cart.

Alright, maybe that's unfair. The basic mechanics are almost entirely unchanged. The original chose to depart from the traditional pummelling in favour of a points system that rewards skill and clever thinking. In theory, at least. And in practice you will definitely need to master the different types of move, and employ a variety of them to beat tougher foes.

It's not all the same, though. The single-player has been reconfigured to revolve around a *Mario Party*-style game board, with you rolling a die (or more precisely, spinning a roulette wheel) to determine which enemy you'll face next.

LIFESPAN *You will definitely need to master the different types of move…to beat tougher foes.*

The best bit of this is facing the dilemma of who to beat up if you're given a choice.

You'll come across your old chum the Master again, and when you defeat him you'll be the lucky recipient of one of his cherished moves. Less beneficial is an encounter with Cherry, who is just plain awkward and looks rather worryingly like a transvestite.

Fans of the cow Ushi from the first game will not be disappointed, as they'll come across Mou here, though rusty Robert the Robot has been retired in favour of a mystical, yet strangely inert, samurai. The vaguely surreal line of characters has been extended to provide some diverse, if unintentionally amusing, new fighters. From the overtly heroic Ryu-wannabe Saeki to the strong-but-slow German mountain of blue muscle Ziege,

SIX OF THE BEST

Some of the fighters must have been thoroughly ridiculed at school…

DIXON

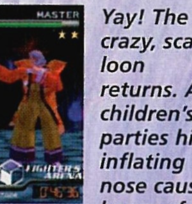




Sporting angry dyed hair and a WWF-worthy helping of attitude, this TV copper's namesake should have done pretty well for himself sticking up for Britain during Euro 2000.

PIERRE





Yay! The crazy, scary loon returns. At children's parties his inflating nose causes hours of sustained merriment. Behind the costume, though, who knows what unseemly characteristics lurk.

KATE





Supermodel turned scrapster. Er, right… Not at all an excuse for developers Imagineer to shoehorn in a blonde, busty female, oh no. If she catches you saying that, expect a Spinning Cocktail. And that's not good.

ADRIANA





One of the fetching dollies who adorn Latin American carnival floats. Grew impatient with the slow trundle of hers and decided to wrestle onlookers. Beware her 'You and I and the Burning Summer' move.

D-DOG



Literally described as 'funky-fresh', this b-baller wanted to take up a hobby that was a little more gentle. So he's popped down to the local Satanist butcher's and developed the 'Blasphemy Chop'.

CHERRY



She is 'no lady', as the instruction book says. And we are quite prepared to believe that this sinister experiment in make-up is hiding a little secret under all that tasty clobber. Careful now.



"Young man, there's a place you can go…" Nice pants.

Federico seldom makes friends at parties. Sap.

D-Dog showing that clothes maketh the man.

The Italian pony lays the smack down with gusto.

each of the combatants comes with a background history that's worth a read simply because it's hilarious. They are supposed to represent the broad spectrum of national fighting styles our wonderful world has to offer, but they end up looking a little like a smattering of stereotypes. Nice try, though.

The points system makes this still the best fighter the N64 has to offer. Well, *Smash Bros* tops it, but is a very different experience. An update could have been a terrific opportunity, but not enough new thinking has gone into the gameplay to make it worth coughing up the readies. Looks like we'll have to wait a little longer for something to truly do the N64 justice and give *Tekken* the kicking it deserves.

ALAN MADDRELL

ALL THE RIGHT MOVES



Taking a leaf out of the *Perfect Dark* or indeed *Hybrid Heaven* book, you can train up your particular pugilist by learning new moves from the Master. Then you can pit your fella against your mate's. Do be careful who you take on, though, since all your hard work can be trashed in half an hour or less if you get caught in a series of crushing defeats. The moves you can learn are for the most part definitely worth bothering with, and it's surprising how the Master will be floored by a move he taught you only ten minutes ago.

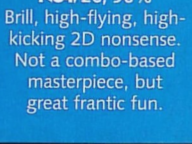
pluses & minuses

+
- Truly intelligent, even if it may seem a little trashy.
- Hooray for the points system!
- A truly worthwhile variety of characters.

–
- Graphically looks a bit dated.
- Nowhere near as revolutionary as its dad was.
- Can be a bit of a button-masher.

If you like this…

Super Smash Bros
Nintendo
N64/26, 90%
Brill, high-flying, high-kicking 2D nonsense. Not a combo-based masterpiece, but great frantic fun.





7 VISUALS
Flashy visuals the same as its predecessor. Could be cleaner, though.

7 SOUNDS
Again, very similar to the previous effort. Japanese-style synth epics.

7 MASTERY
Points-based play still a master stroke. Digital control pad works well.

8 LIFESPAN
Single-player combined with character training should make this well worth re-playing.

VERDICT
Basically a re-hash of a proven premise. It won't quite mangle the world's best fighters, but it's still perhaps the only decent fisticuffs on the N64.



85%



WIN 1,000's of Dexter's Laboratory Prizes and a years supply of Chewits!

All you have to do is work out the Mystery Flavour of the special edition Chewits pack.

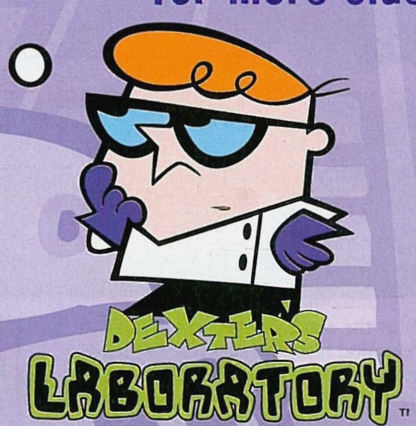
Dexter has been experimenting with packs of Chewits. He has invented a new flavour, which you need to guess to win lots of Dexter's Goodies and a year's supply of Chewits. There are 3 key flavours, clues are on the inside of Chewits Mystery flavour packs, on the Internet, on Cartoon Network and on Toontext.

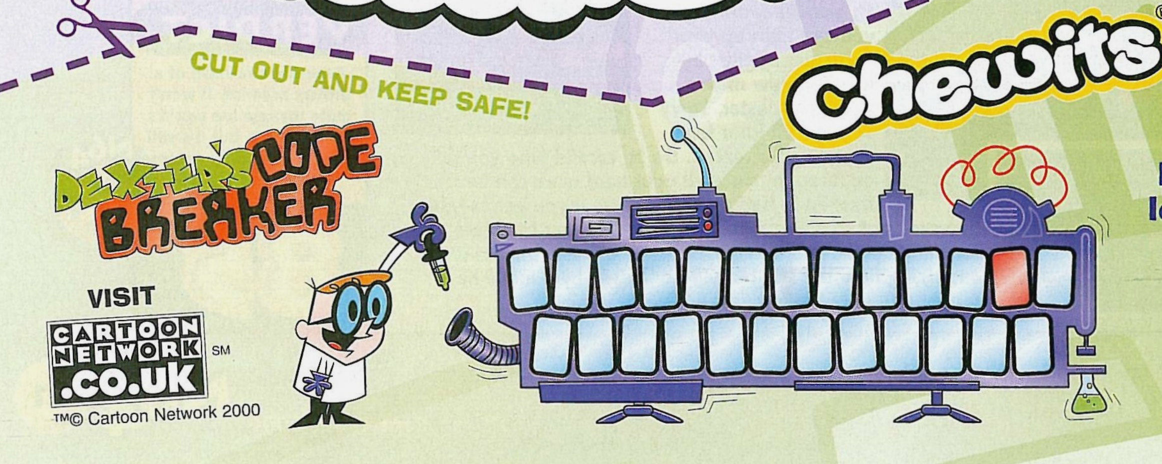
Go and get some delicious Dexter's Mystery Flavour Chewits from your local shop!

Visit www.chewits.com for more clues on Dexter's Mystery Flavour. You can also visit www.cartoonnetwork.co.uk to play on Dexter's Chewits Game and to find out more clues to help guess the mystery flavour. Visit regularly for more clues.

CAN YOU INVENT A NAME FOR MY MYSTERY FLAVOUR?

Once you've solved the clues and know the ingredients, give my flavour a unique and interesting name. Write the ingredients and the name you've invented onto a postcard with your name, address and age and send it to: Dexter's Mystery Flavour, PO Box 5, Bradford-on-Avon, BA15 2AY. The best 100 names every month with the correct ingredients listed win a years supply of Chewits and a selection of Dexter's Laboratory prizes.





Your First Clue!

Enter the answer to the question in the red box on Dexter's Code Breaker to the left, then cut out and keep for the rest of your answers.

Q. What is the name of Dexter's arch enemy?

Johnny = A, Red = F or Mandark = G

TM© Cartoon Network 2000

PREVIOUSLY IN N64 See N64/44 for an early glimpse of *Rally Challenge 2000*.



169kph – we're really racing, man!

The appalling effects make it difficult to tell it's raining here.

It's not a racing game unless there's a needless camera spin at the start.

Just like a bridge over troubled waters. Er, except for the actual water.

RALLY CHALLENGE 2000

We're riding into the rally of death...

If we were lazy enough to trot out a hackneyed racing-game metaphor, we'd explain that, with *Ridge Racer 64* firmly installed in pole position and *V-Rally '99* not too far behind, *Rally Challenge 2000* needs to turn in the drive of its life to secure a space on the winner's podium.

We're better than that, though – which is why we'll simply say that *Rally Challenge 2000* spins out on the first turn and ends up with its nose buried in a wall of tyres. It's just so very *average*. The courses are uninspiring rather than awe-inspiring; the presentation is straight from SNES island; and the rallying itself, which should be a heart-stopping, gravel-spraying, powersliding journey from start to finish, feels like a fairly sedate drive along a quiet stretch of motorway on a Sunday afternoon.

The handling of the officially-licensed vehicles is at least somewhere approaching authentic. Fiddling with the tyres, steering and suspension is a must if you want to avoid destroying trackside scenery in rainy or snowy conditions, and you need to work hard to slide the back of the car around corners at top speed. It's a shame, then, that the horrifically twisty courses keep your speedometer firmly tucked inside 70kph, and that the ease of crashing leads to your car being irretrievably damaged – and therefore handling like a supermarket trolley – by the end of lap one.

There *is* the odd thrilling moment to be had with *Rally Challenge 2000*, mostly when you're squeezing past competitors on lip-bitingly tight country roads. But there are much, *much* better racing titles on the N64 – and none of them programmed by people who believe that the English countryside is illuminated by Victorian-era lampposts.

MARK GREEN

INFO BURST

RALLY CHALLENGE 2000	
FROM:	*Southpeak Interactive*
CART SIZE:	*128Mbit*
HOW MANY PLAYERS:	*1/2*
CONTROLLER PAK:	2 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✓
TRANSFER PAK:	✗

WHEN'S IT OUT?

US	UK	Japan
Now	*TBA*	*TBA*

COST: $50 (approx £35)



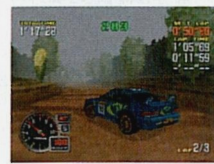
England is permanently foggy and filled with castles, apparently. Hmm.

WE'D RALLY RATHER NOT

Southpeak's attempts to jazz up *Rally Challenge 2000* have failed spectacularly...

DAZZLING!

The game's headlight effect is bad enough as it is, but switch to the in-car view and gawp in amazement as the twin shafts of light completely disappear.



DRIZZLING!

A full range of weather effects is welcome, but we're not so keen on the 'torrential' rain, which looks like TV interference and falls vertically – even at 150kph.



HASSLING!

Dust billows from vehicles up ahead, helping to make overtaking manoeuvres a realistically tricky affair. But just take a look at the tyre-splashing effect. Terrible.



PUZZLING!

Southpeak totally lost their senses with the hilarious cardboard spectators, including a man doing the YMCA and the Amazing Floating Dog.

pluses & minuses

+
- Nine reasonably lengthy courses.
- Authentic handling.

–
- No four-player mode.
- Pathetic 'special' effects.
- Bigoted Americanised view of each territory.

If you like this...

Top Gear Rally 2
Kemco
N64/38, 90%
Superb rallying with a top-notch random track generator.



6 VISUALS
Awful presentation coupled with some dreadfully uninspiring scenery.

5 SOUNDS
Prepare for an ear-bending from the world's most irritating passenger.

6 MASTERY
The two-and-a-half-year-old *Top Gear Rally 1* easily betters this.

6 LIFESPAN
Whupping your own lap times will keep your eyes open for little more than a week or two.

VERDICT
Consistently unexciting, *Rally Challenge 2000* would have looked dated even as an N64 launch game. Instantly forgettable.



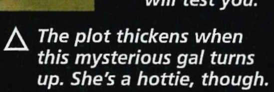
PREVIOUSLY IN N64 We previewed *Second Attack* back in issue 43.

A FAKE BEARD?
You can customise old Mr Bombastic with gubbins bought from the corner shop. We've come across the option to replace his torso with a tank, attach swords to his arms *and* suit him up with a kimono. Best though, apart from his sandals, would be the fake beard. According to the dubious claims of the shopkeeper, it'll "make ya look all rich and smart". Hasn't worked for him, though.











△ *The boss' arc of fire attack will test you.*

△ *The plot thickens when this mysterious gal turns up. She's a hottie, though.*

The training mode is worth it to keep track of the gameplay changes. ▷

◁ *This'll upgrade B'Man's arms into something nifty. Like guns 'n' stuff.*

BOMBERMAN 64 THE SECOND ATTACK

Bomb diggy-diggy, bomb-bomb diggy-diggy...

INFO BURST

BOMBERMAN 64 THE SECOND ATTACK	
FROM:	Vatical
CART SIZE:	128Mbit
HOW MANY PLAYERS:	1-4
CONTROLLER PAK:	3 pages ✓
CARTRIDGE SAVE:	✗
PASSWORD SAVE:	✗
EXPANSION PAK:	✗
RUMBLE PAK:	✗
TRANSFER PAK:	✗

WHEN'S IT OUT?
US: Now | UK: TBA | Japan: Now

COST: $50 (approx £35)

It's dangerous to believe in a 'golden age' of gaming, when the SNES reigned supreme, and *Bomberman* provided some of the best multiplayer gaming to be had on any platform. Some aged relics, such as *Mario*, shine out remarkably well in the light of day when dragged out and modernised, but others crumble into parched dust.

Hudson keep knocking out these *Bomberman* efforts without really understanding what made the original a classic. Defiantly 2D, it was the restriction on your movement that made the whole game work. Now, unable to ignore the draw of 3D, Hudson have dreamed up an adventure-based single-player platformer, that worked fairly well in *Bomberman Hero* (**N64**/21, 66%) but, since then, seems to have taken a step backwards once again.

In *Second Attack*, new evil boy on the block, Rukifellth, discovers one of the legendary eight sacred elements and sets about making his private army, the BHB Gang. In a big warship he plans to conquer the planets where the other seven elements are held. He creates a big black hole, and Bombsy, returning home from his trip to Hot Springs Planet Ksa2, accidentally drives into it.

Liberating the stones requires you to progress through a series of rooms, bombing enemies and collecting power-ups from the crates. Occasionally you'll come across a bit that can't be passed until you solve a puzzle or acquire a new power, but on most levels you can't progress until every single enemy is dead so, frustratingly, you'll be forced to spend a lot of time revisiting old areas.

Another detail that plagues the series is that bombs are a double-edged sword. In the beginning, when Bomberman is without his trademark abilities, you'll catch yourself in the blast just as often as you will the enemy. This is made even more annoying by the fact that the game chooses to save only once in a blue moon, resulting in hours of frustrating repetition and humiliating defeats at the hands of the tricky bosses. Grrr.

You'll find some solace in the cutesy antics of your sidekick, Pommy. He'll stray from your side to bump into baddies, momentarily stunning them, but then,

THE STORY BEGINS...

Take a stroll with us through the first bit of Planet Alcatraz...

1 Bomberman awakes in a cell with a strange, mushroom-like egg. After a long cut scene the egg hatches Pommy, who retrieves B'man's ancient jewel so he can lob bombs again.



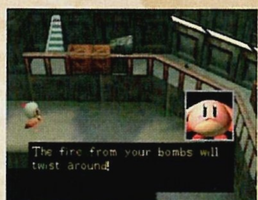
2 The next room sees Bomberman taking on a couple of standard enemies, designed to get him into practice for the battles ahead. Blow up the crates littered around to get your hands on extra stuff.



3 Rats infest this next section. Either blow them to smithereens or just hurry on past. To escape, you'll need to bomb the grille at the bottom of the room which will lead you into...



4 This stinky corridor has two levels, and you'll be able to get up the pipe when that water's subsided... When bombing the enemy be careful your blasts don't bounce back at you.



5 Trash the machine in this room to be able to walk across the electrified bridge. Kick a bomb off the higher level to destroy the crate – you'll need remote control – and it'll give you a heart for your troubles.



6 Next, you'll come across your very first boss. Aah... Don't expect him to go easy, as he's actually pretty darn tricky at first. He nicks your remote control, so plant loads of bombs.





Put it down and run like crazy.

The sewer's unlocked when the boss is gone.

Mess with his pink boots, quickly!

Time for a little pest control, we reckon. Blow the boxes, too.

invariably, get caught up in your multiple bomb blasts. A second player can control Pommy's limited movements, which is a nice little co-op addition.

Visually, *Bomberman 64: The Second Attack* suffers from primitive textures and fuzzy backdrops. Strangely, you'll notice a touch of slow-down when it all gets going in a four-player split-screen mode but there's nothing particularly ambitious going on so there's no reason for it.

This could have been an average platformer with an okay multiplayer, but it's let down by frustrating gameplay and uninspired level design. Attempts to drag *Bomberman* into the 64-bit era have hit quite a few stumbling blocks, and perhaps it's time for Hudson to admit defeat.

ALAN MADDRELL

IT TAKES FOUR TO TANGO!

The multiplayer should always be the best bit of any *Bomberman* game, right? So, we wait with bated breath each time we fire up a four-player in a new edition... and each time we're left emitting a long disappointed sigh. Still, at least you can use the custom parts you cobbled together in the single-player game to alter your chances in a deathmatch, which can easily sway the balance of power, and you can also unlock a few different standard multiplayer modes later on. It's crazy, though, that even after repeated critical pannings from videogame writers worldwide, developers Hudson haven't twigged that we're hankering for a return to the 2D block-ridden firefest of the original. No diagonal movement, no running water and certainly no open-plan arenas, please!



His desert island discs include mostly incendiary devices. Right...



Pretty, but wrong, wrong, wrong...



A bit more blocky. Trash the scenery.

pluses & minuses

+
- Nice co-op feature.
- Customising option adds to lifespan a bit.
- Pretty challenging in places.
- Pommy's so cute he's an honorary Pokémon.

−
- Graphically pretty basic.
- Nowhere near enough save points.
- Those bosses may cause some grief.
- Pommy's playability is restricted.

If you like this...

Rocket: Robot on Wheels
Ubi Soft
N64/36, 88%
Really inventive true-3D platformer, with a lot more charisma and oodles of engrossing play.



5 VISUALS
Basic block-based characters marred by the odd ugly texture.

6 SOUNDS
Dull synthy tinklings and a conspicuous lack of speech.

6 MASTERY
A fair amount of depth, plus co-op, but shows little of the console's potential.



7 LIFESPAN
Frustrating, and not enormous, but hard enough to take a little while.

VERDICT
Somebody seems to be relying on a trusted name to flog an average game. None of the sparkle that we saw with the SNES outing.

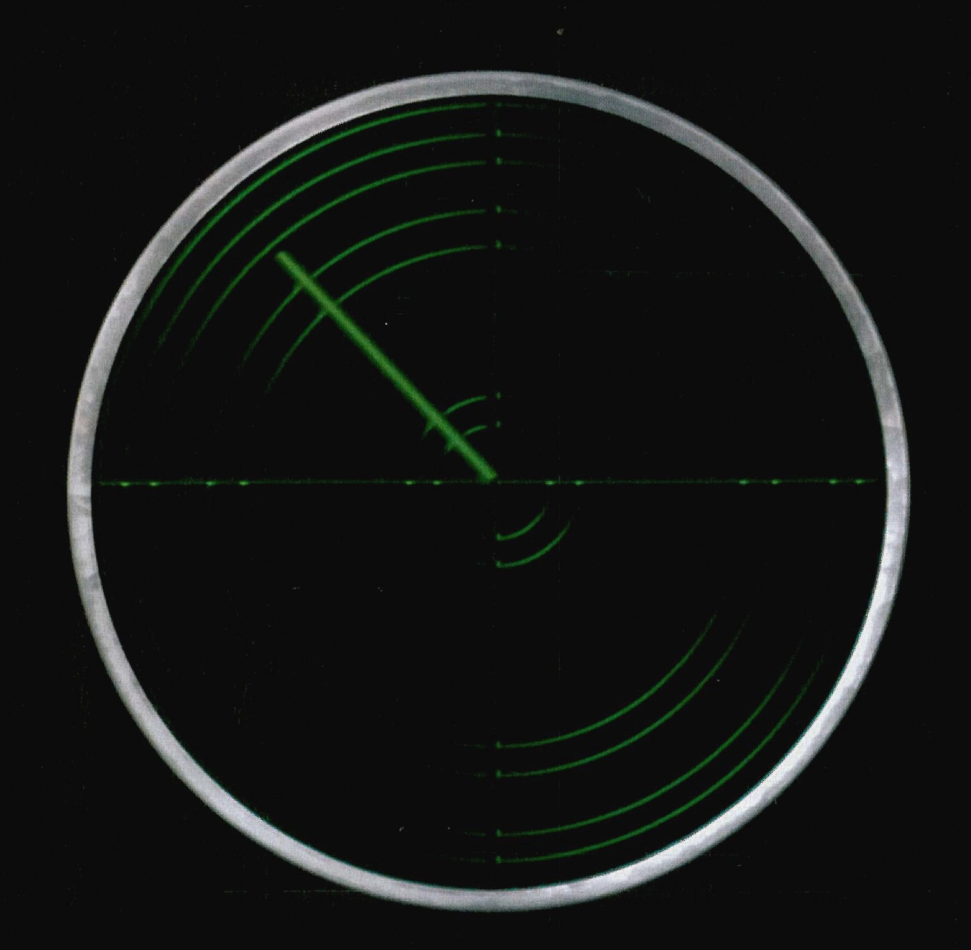


52%

INCOMING!







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GAMES NEWS AS IT HAPPENS

FROM THE PEOPLE THAT BROUGHT YOU

OFFICIAL PLAYSTATION • POWER • PC GAMER • N64 • DC-UK • ARCADE • GAMESMASTER

Welcome to Club 64, the part of the magazine designed to help you get the most out of your N64 games.

TOTAL GAME SERVICE FOR NINTENDO 64 OWNERS

Club 64

This month's top guide:



PERFECT DARK

The tips, the tricks, the secrets. Part two of our path to perfection. 72

GO! GO!



Club 64 MAILBOX

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Bath, BA1 2BW
Fax: 01225 732341
e-mail:
n64@futurenet.co.uk

With a hefty thud, the N64 postbag lands on Andrea's desk, bearing all kinds of joyous letter-type bounty from you lot out there...

Each month, the **N64** Star Letter wins a G64 Steering Wheel with Rumble Effect (from RadicaUK Ltd: 01992 503133). All other letters printed win a prized **N64** badge!



N64 MAGAZINE STAR LETTER

'utter *!!@*!'

While flicking through the Daily Record, I noticed one article which is a load of utter *!!@*! It was about a group of gorillas that, supposedly, play *Donkey Kong*. What the hell are they talking about? I'm getting a severe case of déjà vu – ages ago someone wrote in about another article in which a toddler played *GoldenEye* all the time.
Danny Parr, London

THE GORILLA THAT PLAYS NINTENDO

Mini King Kong addicted to Donkey Kong

RECORD REPORTER

GORILLAS at a safari park are beating boredom – by playing Nintendo.

Nico and Samba – the 39-year-old star exhibits of Longleat Safari Park's ape enclosure – have been given the classic video game Donkey Kong to keep them occupied.

The game shows a giant ape protecting its store of bananas – and the pair are glued to the screen each time the cartoon character triumphs over his rivals.

Keepers at the Wiltshire park have even enforced an 11.30pm curfew to ensure the pair don't stay up too late playing the game and watching cartoons on the satellite TV in their enclosure.

Assistant keeper Ian Turner said: "They've had a television for a while now – and they love watching cartoons. Then one day the film Planet of the Apes came on and they went wild so we've been trying to find them something with apes on.

"We got the Nintendo because one of the other keepers has got a console at home and we thought we would give it a try with the Donkey Kong game – and they love it. Nico really seems to enjoy it. Samba is a bit more laid back but they both enjoy the game."

The apes also have their own fridge stocked with Ribena, milk and lettuce, as well as central heating and a choice of three pens where they can roam at will.

The apes got their first television set when they were quarantined after their arrival from a Swiss zoo in 1986.

Ian said: "We were worried that there would be behavioural problems and I'd heard about an experiment in America where gorillas watched television.

"We got a TV installed in their enclosure and as soon as we took it away at the end of the quarantine, Nico went berserk. Then we put the telly back and he calmed down straight away."

BIGGEST FAN: Nico, right, and Kong, above

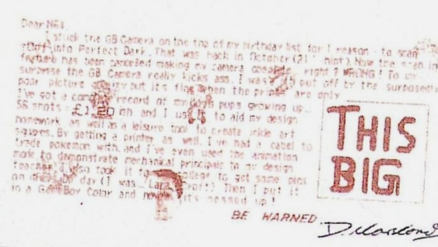
△ *Real apes playing* Donkey Kong *– a load of monkey business?*

Well, Longleat Safari Park, Nico and Samba's home, is just down the road from here, so maybe we'll pile into Paul's van to go check this out. **Ed**

'dogs pups'

I stuck the GB Camera on the top of my birthday list for one reason: to scan stuff into *Perfect Dark*. That was back in October and now the scan feature has been cancelled, making my camera obsolete, right? Wrong! To my surprise the GB Camera really kicks butt! I've got a complete record of my dog's pups growing up *and* I used it to aid my design homework, as well as a leisure tool to create ickle art squares. By getting a printer as well, I've had a cable to trade Pokémon with and I've even used the animation mode to demonstrate mechanical principles to my design teacher. I also took it to college to get some pics on dress-up day (I was… Lara Croft).
David Marsland, Crewe

Good to hear of the GB Camera being put to good use! And we'd love to see the shots of you dressed up as Lara Croft! **Ed**



△ *David Marsland's letter was even ingeniously written with a Game Boy Camera – major respect, matey.*

5. Races

Maria, Linguini, Browser, Pooch, Frog, Dario, KD and Joshi are kart drivers. They are going to compete in a series of four kart races. In each race the winner gets 9 points, second 6 points, third 3 points and fourth 1 point. Other placings score no points. Consider races in which dead-heats do not occur.

a A total score of 35 points for a series is not possible for any one driver. Find six other positive integers less than 35 which are not possible total scores for a driver in a series.

b Complete the table of results below for a series in which no driver finishes with a total score of zero, no two drivers finish with the same total score and Maria and Linguini score totals of 5 and 8 respectively.

Drivers	Race 1	Race 2	Race 3	Race 4	Total Score
Maria					5
Linguini					8
Browser					
Pooch					
Frog					
Dario					
KD					
Joshi					

c Complete a table of results for a series in which no driver finishes with a total score of zero, no two drivers finish with the same total score and the winning driver for the series has the smallest possible total score.
Explain why this score is the smallest possible.

d There will be a fifth race for the top four drivers to decide the champion. Given that no two drivers have the same total score and that none has total zero, find the least total score which makes inclusion in the final certain.

△ *Mario and a maths exam? Bet you never associated those two before.*

'outrageous'

Remember, a few months back, the exam questions mentioning Mario and Luigi? Unbelievably, I've found something even more outrageous. Check question 5 of the booklet enclosed and remember that this exam is being done all over Australia. It's a complete rip-off!
Adrian Walker, Australia

First person to send in the correct answers gets a prize. **Ed**

'rare game'

I've seen pics of a Rare game for PS2. If any readers don't believe me, buy PlayNation and you'll see pics of a gothic first-person shooter from Rare.
Rob Walls, Chelmsford

Don't panic – Rare aren't developing games for PS2, but two former

Correction corner

To err is human. To forgive is divine. So go easy on us, eh?

Okay, in issue 43, page 77, Sam Manwaring sent you in a Pokémon picture of Dratini, but you said it was a picture of Dragonair and it's like 'Duh!' – even I knew that it was Dratini. I've drawn a picture of both so you can see they are totally different… watch and learn from the Pokémon queen.
Emma Wright, Keston

DRAGONAIR DRATINI

△ *C'mon. You've got to admit that they do look a little similar…*

Those pesky Pokémon… **Ed**

In your *Mario Tennis* Future Look in issue 43 there was a picture with a caption saying 'No love lost between Mario and Yoshi. Just run away dinosaur'. But the picture clearly shows Mario's brother Luigi. Remember to double-check next time.
Farouk Rifat, Middlesex

Martin accepts all responsibility for this – he said he couldn't distinguish one little green blob from another. I think the poor lad is in need of glasses. **Ed**

In your *Turok 3* Special Investigation in issue 42, you said that Joshua Fireseed had taken the lead role in two of the N64's greatest shoot-'em-ups. But the original Turok was called Talset, a red Indian.
Daniel Townsend, Paignton

Well, we called Acclaim to check on this – to be honest I always thought he was called Turok – and they confirmed that the star of the first Turok game was called Joshua. So we're right. At last! **Ed**



△ *Ex-Rare bods making a PS2 game? A treat for Sony owners, then...*

employees, Dr Doak and Martin Hollis, who left Rare shortly after development on PD began, have set up a company called Free Radical Design and they're the people behind this new game. It's a monster shoot-'em-up, in the Doom mould, and apparently it's very good. **Ed**

'imposter'

I was flicking through a Daily Express quiz book, when I came across this picture of an imposter Charmander. It's supposed to be a pet dragon called Spot from The Munsters TV show, but look at the likeness! The only difference is the colour of its eyes. Is this a cheap imitation of the dragon we love, or an age-old cartoon character which the big N have modelled their fiery beast on?
Olly Levick, Hereford



△ *Long-lost Pokékin? An imposter? Or proof not just **N64** makes mistakes?*

Interesting... we're not sure what the story is here, but if anyone else has any theories, write in and let us know. **Ed**

'right information'

For quite some time I've been considering buying *Mario Party 2* and after reading your review in issue 42, I made my mind up. I looked to find the release date for Britain and discovered it was June 2nd, so you can imagine my disappointment when my mother went to buy it in our local EB and was told it's not out until September. I was really looking forward to buying this game, and, as a regular reader, I trusted that you would have the right information.
Shona Macleod, Stirling

Sorry about that, Shona. The problem is, we get release schedules sent to us from THE – Nintendo's UK distributor – but these, for reasons best known to Nintendo themselves, can change all the time – sometimes from week to week. We always print the date that is correct at the time of going to press, but if then, a week later say, THE send us another release schedule and the game has slipped three months, it's too late for us to change the date in the mag. It's just as frustrating for us, because it means that sometimes we review games months before they're actually in the shops, but there's nothing we can do about it. Sorry, again, about your disappointment, but Mario Party 2 is great and, we think, worth the wait. **Ed**

△ *Mario gets down to some serious partying. At least, eventually...*

'everyone knows'

Everyone knows that Shigsy got the idea for *Donkey Kong* after watching King Kong, but where did he get the inspiration for *Zelda*? Well, while watching a video of Disney's Peter Pan, I noticed the resemblance to *Legend of Zelda*.
1. Link got his looks from Peter Pan (eg, green hat and tunic, pointy ears.)

DREAM ON

Your videogame visions for the next century. Maybe.

EURO HOOLIGAN 2000
You're a thug at Euro 2000 and it's the afternoon of the England vs Germany game. The streets of Charleroi are your stage and your objective is to clock up enough points to get you into the stadium. You do this by clobbering fans with German shirts on and giving the riot police hell. You lose all points if you are arrested. The game is a cross between *Grand Theft Auto* and *Duke Nukem*. You have health points that you lose when you get hit – get in a pub and down a pint to gain health points. Once you're in the ground you wreak more havoc with sub-games including 'lob the coin at the player' and 'abuse the steward'.
Martin Taylor, Milton Keynes

Even though we reckon you're being ironic, the censors would have a field day with this – still, maybe if the thugs could vent their frustrations on a videogame, they wouldn't need to do it for real. **Ed**

△ **Euro Hooligan 2000 – *prime picking for censors' scissors. Or we certainly hope so.***

△ ***Football fan fisticuffs coming to the N64? Well, no, thankfully.***

TALK SHOW 64
You are the manager of a television talk show and you've got to choose exactly who and what you put on your show. If you choose correctly, your ratings will go sky high – but if you choose wrongly, the viewers will all change to another channel. You go up against Michael Parkinson and Jerry Springer, and if you win the ratings battle, you get promoted to owning your own TV channel, or you get bought by Sky. If you fail, you are forced to watch hour after hour of The Bill. But if you start rakin' it in, you can begin advertising your new chain of TV channels and top presenters.
Colin Dodd, Merseyside

We've had a few ideas like this... could be good. **Ed**

Overflowing with game-creating juices? Think you know what'd make the most perfect game ever? Or just fed up with the carts around right now? Whatever the reason, send ideas for games you'd love to see to: Dream On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

GO! GO!

BONUS LETTERS

Listen for the sound of horror in this letter.
M. D. Goodwin, Tyne & Wear

I'm listening... Ed

I'm going to kill Dark Mark with my Gamma Ray.
Chris Burnes, Enniskillen

And do us all a favour... Ed

I felt a warm breeze of calm run over me.
William Fisher, Surrey

Sounds good – Martin could do with a few of them... Ed

Have you ever heard that saying 'always love the one you love'?
Miles Austin, London

Can't say I have, actually. Ed

I love Pokémon like they're family.
Martin Sturrod, Inverness

Ahhhh... Ed

It appears that jealousy and downright stupidity have once again reared their ugly heads.
Martin Hearty, Co. Down

Oh dear. Ed

Once you grow up, you're as ugly as Daphne & Celeste make out you are.
Caz Laing, Ashtead

Thanks a lot. Ed

I had to take it off in the end, sniff sniff, and now I'm sitting here blubbing.
Gary Painter, Norwich

Well, put it back on, then. Ed

Me and my friends are ten years old and far too young to die.
Julian Richardson, Bath

Quite right, too. Ed

You frauds! I think that you're secretly working undercover with Nintendo.
Destyn Gayle, Middlesex

We wish. Ed

Then we thought Vrie – Brie. Isn't Brie a type of cheese?
Adam Russell, Newbury

Ummmm, yes. Ed

2. In Never Never Land the lost boys lived with Peter in the forest and never grew up – exactly like the Kokiri in *Zelda*.
3. Peter had a fairy called Tinkerbell. In *Zelda*, Link has a fairy friend called Navi – a ball of light with wings.
4. Peter lost his shadow and Wendy had to sew it back on. In *Zelda* 2 and 64, Link had to fight his shadow. Well spotted, eh?
Tracey Chung, Bristol

Well spotted indeed, Tracy, and thanks for the fab picture. If anyone else out there can think of some more 'Link links', or any other character parallels, We'd love to hear 'em. **Ed**



'rather amusing'

In the late '80s/early '90s, there was a rather amazing rock group called the Pixies. I don't whether you've heard of them, but the guys and gals at Rare certainly have. While wondering around on the second mission of the Area 51 section in *Perfect Dark*, in the medical bay with the cryolabs etc, there's a voice coming over the Tannoy, occasionally calling out the names of various doctors, captains and other personnel. Carefully listening to these announcements, I noticed a "Captain Santiago", "Lieutenant Deal", "Dr Francis" and a "Sergeant (or at least I think it was Sergeant) Lovering" all being called to report to various sectors. Anyone with a decent recollection of the Pixies will remember that the members were Joey Santiago, Kim Deal, Black Francis (now Frank Black) and David Lovering. So, there you go, not only do Rare make fantastic games, they also have great taste in music.
Michael Foster, Shipston-On-Stour

Interestingly, Pixies fan Martin says Frank Black was fascinated by alien life, which might explain why he and his bandmates pop up in Area 51. **Ed**

So tell me this

1. What happened to the 64DD?
2. Will we ever see *Smackdown* appear on the N64?
Luke Atherton, Wotton-under-Edge

1. The 64DD, a disc-drive add-on for the N64, was launched in Japan earlier this year – about two years late – but it's not scheduled for release here, or indeed in America. We did review the hardware and the games available on it in issue 40, but we came to the conclusion that it had little to offer the European gamer. So you're not missing anything.
2. We won't be getting Smackdown, but we will be seeing WWF No Mercy, which will probably arrive towards the end of the year.

1. What's with *ISS Millennium*? It was supposed to be out in March. Was it at E3?
2. Are there FMV sequences in *Resident Evil Zero*?
3. Why is there such a big delay between the Japanese and European releases of *Pokémon* games?
4. Will *Star Wars: Battle for Naboo* be covered in fog like *Rogue Squadron*?
Joseph Murphy, Co. Cork

1. Unfortunately, there were no Konami N64 games on show at E3, but ISS Millennium is still due out here around September time. Check out our Future Look on page eight for more info about the game.
2. Martin didn't see any FMV sequences in the version he played at E3, but that doesn't mean that there won't be any when the game is finally released.
3. That's something we're not too sure about. It does sometimes take a while to convert a game from the NTSC format to PAL, but as Pokémon Snap was released in Australia last summer, and they also use the PAL system, there seems to be no reason why gamers here in the UK couldn't have had it sooner. Perhaps it's part of a plan by Nintendo to string out the Pokémon phenomenon for as long as possible.
4. Hopefully not – developers Factor 5 have promised that there's no fog in the game. Anywhere. Draw distance is also supposed to be vastly improved. Fingers crossed, then.

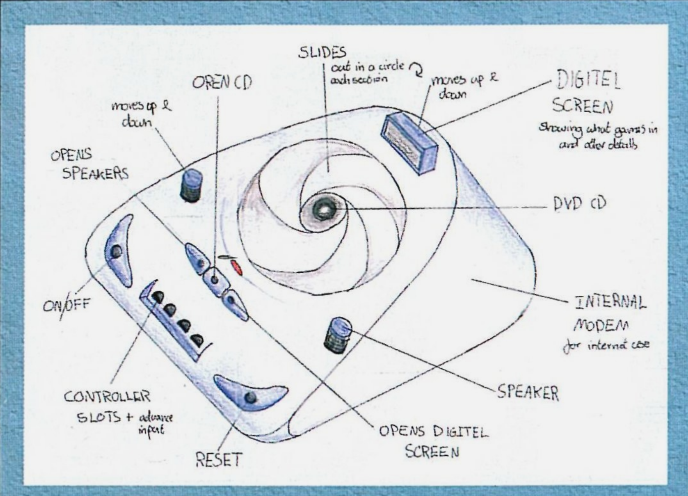
Any news on a game called *Dragon Sword* by Interactive Studios?
Alex Colling, Newcastle-upon-Tyne

We haven't heard much about this for some time now, but we do know that the game's changed a bit during development. Interactive Studios – the people behind Glover – originally intended it to have lots of role-playing elements, but it seems that there's now more emphasis on combat. The screenshots we've seen look very impressive, but the game hasn't got a publisher yet, so it might never appear here. Shame, that.

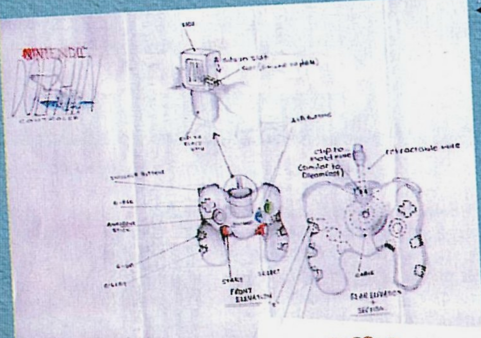
Send your questions to:
So tell me this...,
N64 Magazine,
30 Monmouth Street,
Bath, BA1 2BW.

DOLPHIN FACTORY!

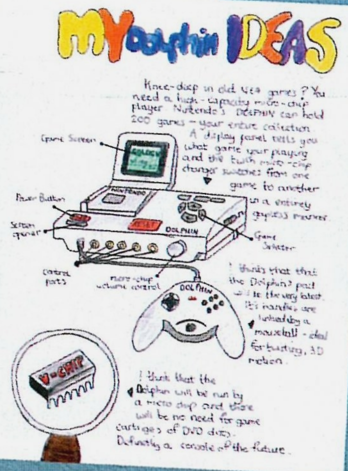
What Nintendo's next console is going to look like... Er, possibly...



△ ***Jonathan Haskins** took weeks to finalise his design, complete with pop-up speakers and a cool camera iris-style DVD drive. Neat!*



◁ ***Duncan Boustead** from Irvine puts a Dolphin controller under the spotlight. It features some Dreamcast-like touches, and – interestingly – a retractable cable with a clip to keep it extended.*



***Here's a clever idea from John Baldwin of Newark.** Neither carts nor DVDs will be necessary for his high-capacity game jukebox, which would hold up to 200 games on microchip, all accessible at the touch of a button – a bit like portable MP3 players, then. You can even upload your old N64 games.* ▷

Reckon you know what Dolphin's going to look like? Send in your designs to: Dolphin Factory, Club 64, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.

The N64 Magazine BOARD

Go on, be artistic!

◁ *Adnan Ahmet from Margate sent in this detailed Winback-themed pencil pic.*

△ *Josh Box from Nottingham champions a punchier Pokémon. Pikachu Dark, anyone?*

Inspired by our Perfect Dark console sticker free with issue 43, Rochelle Hawksley from Lincolnshire sent us a Zelda one. Nice work! ▽

Our very own 'Worldybloke' gets the Star Wars treatment courtesy of Oliver Booth. ▷

◁ *Josh Henderson from Wellington created this great pic of Link. Excellent stuff!*

▽ *John Kendall from Bishops Stortford sent us this electric Pokémon party pic.*

HOW TO...

beat the villa in

PERFECT DARK

by Alan Maddrell

The second instalment in our *Perfect Dark* masterguide.

WHAT WE SAID



We reviewed *Perfect Dark* in issue 42 and this is what we concluded:

"Supremely playable, dauntingly huge. If you had to choose just one N64 game, this would be it. No contest."

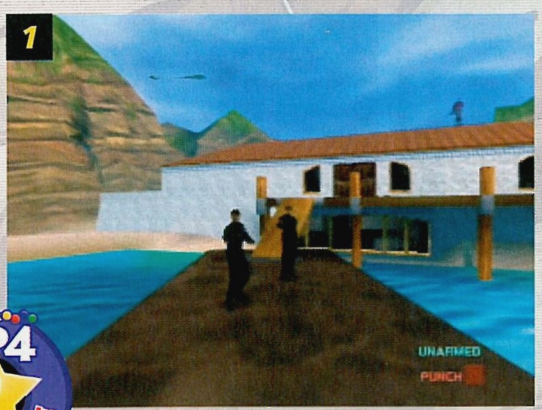
N64 STAR GAME

96%

CARRINGTON VILLA: HOSTAGE ONE

Cazza's crib is a delight to look at, from the observatory to the shower fittings, but it's also infuriatingly designed...

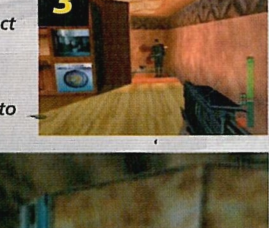
1 Pick off the guards first and then sort out the snipers. On Agent or Special Agent, make your way through the rocky area out into the open, ducking out of sniper fire. Make sure you don't miss the lone guard across the water behind the jetty.



2 Capturing a Datadyne guard sounds simple, but can be tricky in the more frenzied firefights. Try heading through the door on the right as you look up from the pier, then slap your man silly.



3 Once you've cleared the labyrinthine villa, head down the stairs behind the kitchen. The first door on your left leads down to the cellar; stop off at the shower to pick up a shield. Perfect Agents might want to visit Carrington's bedroom early on, before ridding themselves of snipers – see 'Hush, it's a secret' to find out why.



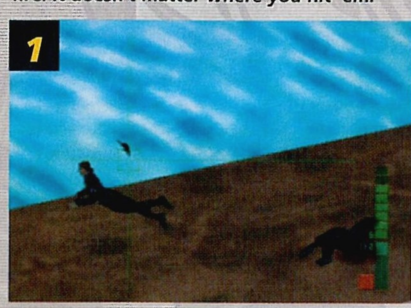


4 Follow the pipes to the three computer screens which control the wind generator. Activate the group of two first. After you've offed the guards protecting the little green GoldenEye-style screens, get ready for a frantic dash back upstairs.

SPEEDY LITTLE CHEATER

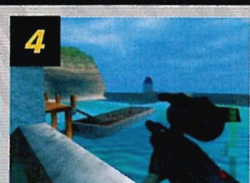
Complete Carrington's Villa on any difficulty level to access the Sniper Rifle cheat, but you'll need to complete it on Secret Agent in under 2:30 to obtain the excellent Hit and Run Buddy. Here's how…

1 When sniping, move the target horizontally until it turns red, then press fire. It doesn't matter where you hit 'em.



2 Jump down the ledge to the crates right by the beginning.

3 Head for the red steps – it's an excellent location from which to pick off numerous pesky snipers.



4 Another sweet spot is the other way, overlooking the jetty.

5 Now leg it down to the wind generator, deftly side-stepping the many guards. You might have time to clear away any guards lying in your path.



6 That done, go straight through the wine cellar to rescue Mr Connery. Er, Carrington.

CALL MY AGENT

Complex lady, this Joanna Dark – take it easy with her and everything starts changing…

- Several doors are locked on Agent mode, which makes it harder to get around. The back door locks behind you if you go through it, too.

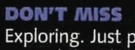


- Your starting point changes when you're on Perfect Agent. This is genius! Why has no-one thought of it before?



- Those pesky hackers will only bother you on Perfect Agent. Good news, then.





DON'T MISS

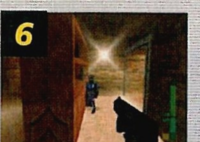
Exploring. Just potter around the place. When you stumble upon Carrington's boudoir for the first time, you'll see what classy designers Rare had on their *PD* team. There are cushions scattered around to entice the ladies, and if you fire your gun at the bed you get three types of bullethole, depending on where you shoot. Attention to detail? Phew…



5 On Perfect Agent, when the generator is back on-line, it all kicks off. Ack! Activating the R-Tracker will show the locations of computers being hacked. You'll need an encyclopaedic knowledge of the villa's layout to get there in time. Alternatively, we've come up with a better way… See the 'Hardest bit' section for details of our tactic.



6 Next, head over to Carrington's extensive wine cellar – it's quite hard to make out enemies as they cower behind racks of claret so that sniper rifle might come in handy. The last guard will drop the key to the place where Carrington is being held.



THE HARDEST BIT

You'd think the villa would be nice and easy, right? Er, no.

You'll be shuddering the first time the hackers on Perfect Agent start their evil work and you realise how little time you have to get rid of them. Here's a trick for you: before you trigger the hackers by powering up the generator, deposit the Laptop Gun using its secondary Sentry feature quite near the furthest computer. When the hackers appear, they'll promptly be wasted, leaving you to mop up the nearest fella quickly. Memorise the route there, though, to save time – it'd be a shame to blow it after such preparation.



HUSH, IT'S A SECRET

Exploration pays off, as there's loads of tasty kit lying around…

Ammo!

Several of the crates near the beginning contain ammo, so shoot them to get all flavours of lovely bullets. The one on the left at the helipad contains a Devastator.



Guns!

Kill the guy guarding the helipad – at the top of the red steps – in less than 38 secs and you'll get twin CMP150s.

Sniper Rifle!

On Perfect Agent there's a sniper rifle in Carrington's shower – grab it before heading outside again to finish off the snipers.



GO! GO!

CHICAGO: STEALTH

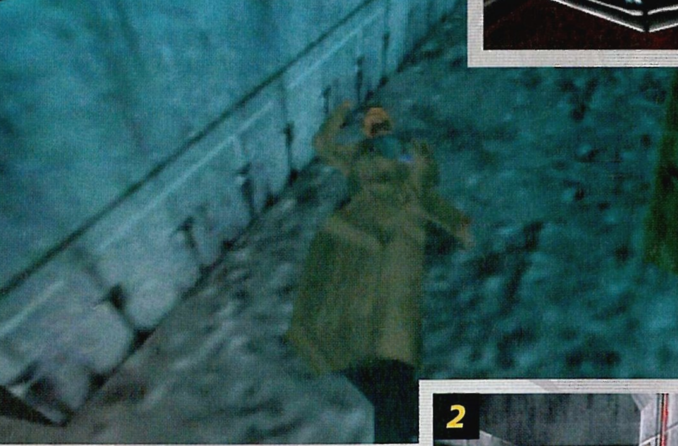
To succeed here you'll need to knock civilians out cold, dispatch guards quickly, conceal your firearms and run like hell from that robot thing.

1 The first man you meet will go ballistic if he sees your shooter, so send him to sleep. Next you'll need to shoot the FBI agents around the corner – there are three on Perfect Agent, two on Secret Agent and one on Agent. Be quick or they'll sound the alarm. And that would be bad.



3 Head between the fences towards the viaduct and go into the tunnel closest to the entrance. At the end, open the door and lob the bug on the underside of the limo – the limo nicks off quickly, so you should do this early. Next, prepare an escape route by placing the mine on either of the blocked-off doors on the fire escape – we recommend the lower one, as it makes the later level's escape easier. Finally, take out the guards on the fire escape.





2 Next, pick up the equipment: across the street, go through the break in the fence and continue down the water to the right. Turn right and crouch down. When you've got it, head back under the concrete to see off the next two guards.

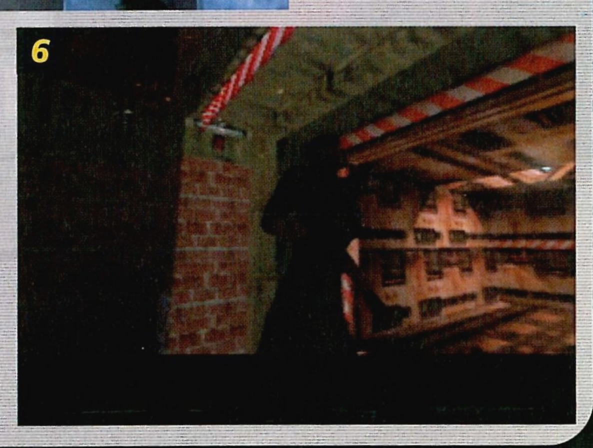


4 Taxi! Dodging that meddling robot, hover near the back of the taxi and whip out the Reprogrammer which should take care of the mechanical menace. Whatever you do, do not approach the carport until the robot is good and dead.



5 This is by no means essential, but it's such a great extra we'd hate you to miss it. Behind the limo is a door. Go through it and you'll find three guards. Shoot two and disarm the last one. The weaponless dolt will open the locked door, leading you into a complete table-dancing club! Get jiggy on the table, you only live once.

6 Ahem. Back to business. Now it's finally time for the carport. Head to the ashen remains of the taxi and wipe out the stragglers. Then you can walk to the carport at the end of the level with impunity. Don't hit the nearby switch which seals the entrance again.



THE HARDEST BIT

This can be a truly fiendish level if you don't know what you're doing, so listen up.



Remaining undetected is something of a nightmare. The guards will lock down the carport if they even hear a rumour that you're in the area, but we've perfected a hugely cunning trick to help you. Run into the alleyway, push the huge rubbish bin/dumpster next to the oil cans, and blow the whole caboodle up to get the BombSpy. Send it into the centre of the carport and detonate it. That'll create an alternative diversion to distract the guards, meaning you don't have to mess around with the taxi. Neat!

CALL MY AGENT

Muck around on different difficulties, it's well worth it – it's three games in one.

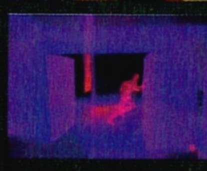
- The shield in the viaduct tunnel doesn't appear on any level other than Agent.



- Similarly, the shield under the ramp near the door to the club is only there if you're tackling the level on Agent or Special Agent.
- Thankfully, you don't have to muck around putting remote mines or tracers on anything on Agent. That just leaves that pesky robot, then…

DON'T MISS
That club. You'll want to spend some time on Agent getting the hang of this. Another way to get in is to equip the X-Ray scanner and Magnum (using the cheats) and shoot near the guy you can see lurking on the other side of the locked door. He'll run out to get you, opening the door in the process.





HUSH, IT'S A SECRET

As well as that whole extra area, there's all kinds of trickery to find around here.

Shield!
On Agent or Special Agent, check under the last ramp next to the door to the club. Crouch down to get a shield.



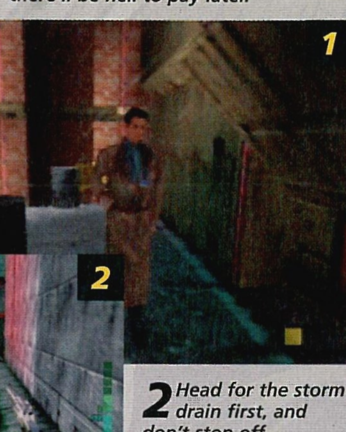
Falcon!
Inside the club, you'll find a second Falcon on the bar. Handy.

Shield!
Inside a tunnel in the viaduct lies another handy shield. From the break in the fence, head left and search for a tunnel on the left. Right down inside is your desired damage-limiter.

SPEEDY LITTLE CHEATER

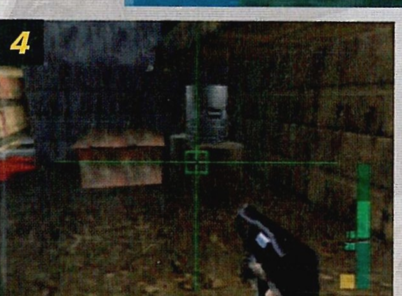
If you complete Chicago on any difficulty setting, you're in for an amusing surprise. DK Mode is obligatory now in most games, and for very good reasons. Use it on Elvis and see why. Even more comedy ensues if you complete it in less than two minutes on Perfect, but you'll probably be needing help with that.

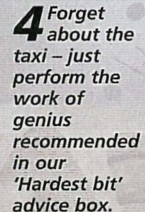
1 Efficiently remove the three men in darker brown trenchcoats, or there'll be hell to pay later.



2 Head for the storm drain first, and don't stop off for any extras.

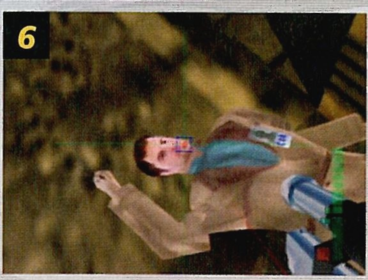
3 Get back to the street and chuck that tracer straight onto the back of the limo.





4 Forget about the taxi – just perform the work of genius recommended in our 'Hardest bit' advice box.

5 When you've got the BombSpy, send it into the carport and blow it up in the middle of the guards.



6 Job done! Just be careful not to kill any civvies while you're going about your business.

GO! GO!

G5 BUILDING: RECONNAISSANCE

The art of stealth includes bumping off guards before they get to that pesky alarm button...

1 There are two cloaked guards in the first room, so immediately strafe right and nobble the first one as he hesitates by the rubbish bin. Then get in a corner and wait for the next one to appear.

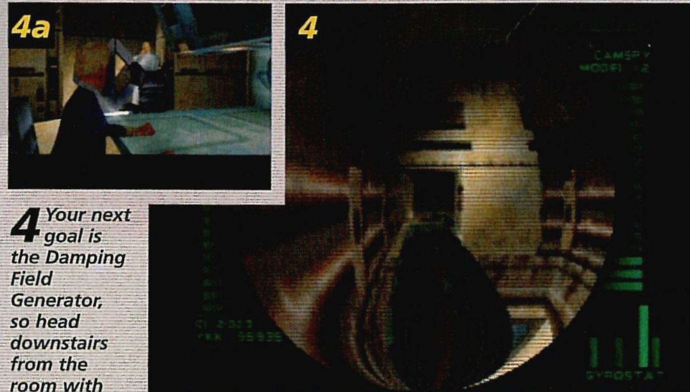


2 The next room contains four – now that's trouble. When you get through the glass, lurk in the corner and use the CMP150's follow-on function to track the men, then just squeeze that trigger.





3 You'll have to silence the guards before they reach the alarm – the one on the right is the most important. Next you'll be wanting to find the four monitors for the laser grid system, but don't accidentally trigger the alarm...



4 Your next goal is the Damping Field Generator, so head downstairs from the room with the laser grids, then use the computer terminal. Once that's done, climb to the upper platform, crawl along the pipes and send the CamSpy into the meeting room for a cut-scene.

5 Next, drop down and take out the three guards before anyone reaches the alarm, then head for Dr Caroll's backup in the safe. Attach the decoder to the screen on the right inside. While you wait, guards will appear – they're using slow Magnums so you'll have time to strafe along them at head height.



6 Your next step depends on where you placed the remote mine on the previous level. If you blew the lower door, it'll be very near, but if you blew the upper one, you'll need to head up through crowded passageways – see 'Hush, it's a secret' to find out what you can discover.

THE HARDEST BIT

Those cloaked villains will do you up a treat. But they're less tricky with this handy tip at your side.



Surprisingly for Rare, this tip utilises a minor bug. When you enter the second room, blow the glass and tiptoe into the area by the door to trigger the guards. The next bit is a touch tricky as you'll need to be very quick indeed to make it back through the door before it closes. If you manage to make it outside, go back to the first room and linger by the small floor-level window that looks into the second room. The guards will appear and try to aim at you, but their forearms stick through the window, so you can take pops at them in complete safety. Nice.



HUSH, IT'S A SECRET

The BAFTA isn't really a secret, but there's a whole load of extra stuff that is...



N-Bombs!

If you put the remote mine on the upper door on the previous level, there'll be N-Bombs right next to your exit – but only on Special or Perfect Agent. Stick 'em on proximity detonation for a good chuckle.



Shield!

On Agent or Special Agent, there's a shield on a stairwell tucked away at the back.

Crossbow!

In the very first room, shoot the first guard then put up your dukes and punch the other one out. He'll drop a crossbow for your delectation.

DON'T MISS

That opening set-piece is a real beauty, but similarly worthy of attention is a certain piece of decoration stuffed away inside the G5 safe – that's right, the BAFTA. That's what we like about Rare. Their sense of humour is thoroughly British, yet it translates superbly across the water. Arrogant, yet with good reason.



SPEEDY LITTLE CHEATER

Complete the G5 building on any difficulty setting and the laughter will echo around your house for hours on end – small Jo gets a new perspective on things. Completing it in under 1:40 – to get the Cloaking Device – is not so simple. We've managed it, though, and here's how...

1 When sniping, move the target horizontally until it turns red, then press fire. It doesn't matter where you hit 'em.





2 For the second room, you might want to try our tip in the 'Hardest bit' section, but it isn't necessarily the quickest way to dispatch the tricky fellas. And it's difficult, too.

3 Get rid of the three guards near the alarm, then climb onto the raised pipes. Deposit the CamSpy just outside the meeting room, but don't send it in just yet.



4 Drop down and take out the guards, then run up to the safe room. Use the decoder, then switch back to the CamSpy and send it in. While the cut scene plays, the safe will unlock without robbing you of time.



5 Grab the personality backup and clear out. The exit will be blown, sparing you a bit of extra time.

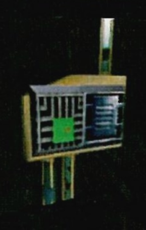
6 A quicker way to get extra kit would be to plug in a PD Game Boy Color cart via a Transfer Pak, but that'll involve waiting...

CALL MY AGENT

On top of having fewer objectives, there are several alterations on Agent...

- On Perfect Agent, you need the Damping Room Generator terminals, so don't shoot them, even if it does create a tasty chain reaction...

- On Agent you can simply trundle upstairs with no hassle, but on harder levels you'll need to deactivate the laser grid before you do so.



- See elsewhere in these very pages for which pieces of kit are or are not present on Perfect Agent.



AREA 51: INFILTRATION

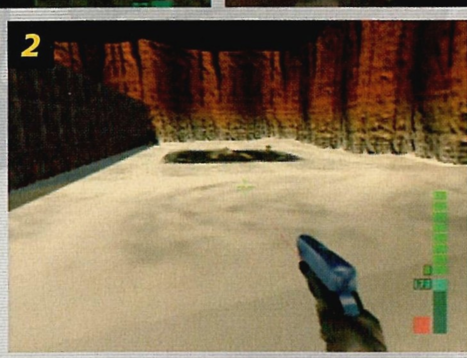
And then it all went a bit alien.

1 *Wait until the first guard passes your position, then quickly eliminate the chap who runs to activate the autogun. Next, stay in cover and pop out to shoot the autoguns when they cease firing.*


1


3

3 *Head back and down the tunnel. On the other side, get into cover to take out the guns and guards. When it's all clear, take out the Interceptors by the Hoverbike, press the red button to lower the antenna, and then attach the Comms Rider.*


2

2 *Go through the break in the fence and chuck a couple of grenades to clear the mines around the helipad. Snap up that rocket launcher and find the crawlspace along the left-hand wall. On the other side, get behind the autoguns and shoot. While you're there, take out the Robot Interceptor or there'll be big trouble later. Next, go down the ladder and place the explosives on the monitor. Duck the high laser beams and wait for the low ones to disappear to get through.*

4

4 *The best, quickest and most fun way of returning to the main gate is on the Hoverbike. You can just leave those guards standing. At the gate, disembark and go through to the two long grille doors by that first Interceptor. The guy standing next to it should have dropped a key that you can use on the consoles on either side of the lift.*

5

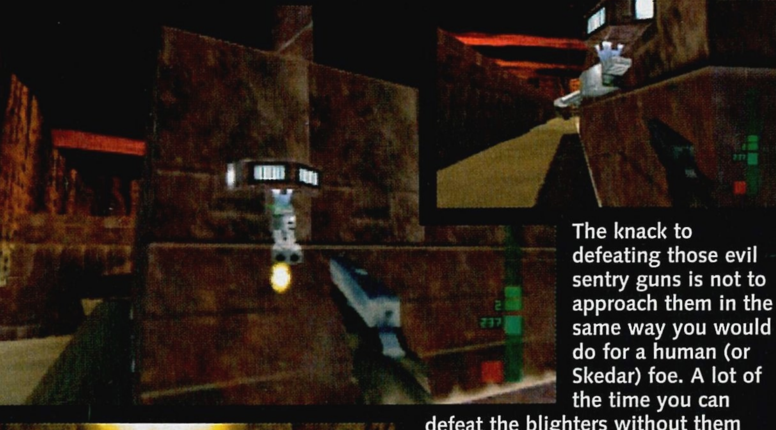
5 *Head down in either lift. The Dragon's great for clearing these longer-range foes. Keep on your toes as you move straight across the open hangar, since a lot of the guards on this level will happily lob grenades at you. Make your way up the stairwell and round until you reach the lift.*


6

6 *When you reach the final section, continue round on the walkway until the guards appear on the level below. Then duck into cover behind the crate and take them down. When the path is clear, drop off the ramp and head into the lift beneath.*

THE HARDEST BIT

Ah, sentry guns. Ya gotta love 'em.

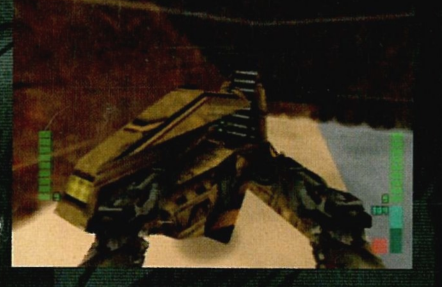


The knack to defeating those evil sentry guns is not to approach them in the same way you would do for a human (or Skedar) foe. A lot of the time you can defeat the blighters without them even realising you're there. Simply sidestep along the wall until you can just see the very edge of their base, then squeeze off a few leisurely shots if it looks like you've been rumbled. The Falcon's the best bet, since you'll need accuracy. And if you do have to take the thing on at close range from the front, perfect the art of sidestepping in and out, firing off a few quick shots. Don't be impatient – take your time and it'll work.

CALL MY AGENT

Your whole way of approaching this level might just change depending on the difficulty setting.

- On Agent, you don't have to bother planting the device on the antenna, so there's no point bothering with that tricky area whatsoever.
- As a result, there's no whizzing about on a Hoverbike for measly Agents. Ya pays your money, ya takes your choice.



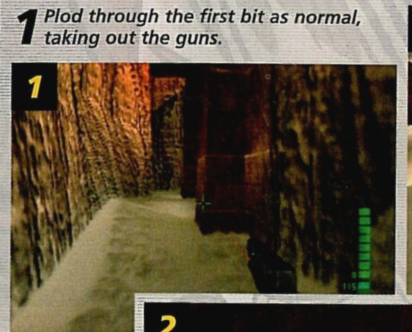
- On Special and Perfect Agent you'll find escaping from the radar room a mite tricky. Why? Laser death awaits you. Duck the high ones, and wait for the low ones to disappear, whilst taking out security.



SPEEDY LITTLE CHEATER

An obsession with shrinking seems to have crept its way into the Rare psyche. Complete Area 51 on any difficulty and you'll be rewarded with small characters. However, complete it on Special Agent in under 5:00 and the Hotshot buddy will be yours. His two Magnums make all the difference. Here's how to enlist his help...

1 Plod through the first bit as normal, taking out the guns.



2 Don't shoot the tower guards from afar, get up close and polish the fellows off.

3 Chuck a grenade onto the helipad as you run down the tunnel to take out the guards and gun.

4 Lower the antenna and chuck on the Comms Rider before running back up the tunnel. Engage no-one.



5 Dodge that Interceptor and sneak through the break in the fence. Place the explosives, then take out the fella who has the lift key.



6 Run for the left-hand lift. If you sidestep like a momma and use the available cover you should be safe. From there it's back to the basics: running quickly, shooting wildly and praying fervently.

DON'T MISS
That Hoverbike. Oh, baby. If *PD*'s immensity and graphical splendour weren't enough to impress, this just might. In its predecessor you could nab a tank, all well and good. Not exactly thrilling, though. The Hoverbike's gravity-defying glide is very satisfying indeed, almost as much, in fact, as its sheer speed. Rare certainly can push graphics about the place.



HUSH, IT'S A SECRET





You'll probably find this easily enough, but the first guard to come at you after you attach the Comms Rider will be wearing a tasty brown and white bodysuit. After you've reprimanded him over his dress sense, you'll see he was carrying a pair of MagSecs. Just the job for dishing the dirt.

TO BE CONTINUED... *Don't miss next month's essential Perfect Dark giveaway!*

TIPS EXT

Xena Warrior Princess

Both fighters are invisible
Hold A and press Right (x2), Left (x2), Right, Left, Right, SK (x3), WK, A during a fight.

Despair's bunny costume
Press Right (x2), Left (x2), Right, Left, Right, Left-C, Top-C, Right-C, Bottom-C at the main menu.

Polygon fighters
Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x2) during a fight.

Purple noses
Hold A and press Right (x2), Left





(x2), Right, Left, Right, WP (x2), Z during a fight.

Small fighters
Hold A and press Right (x2), Left (x2), Right, Left, WP, SP, SK, WK, A during a fight.

Snow
Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x2), Z during a fight.

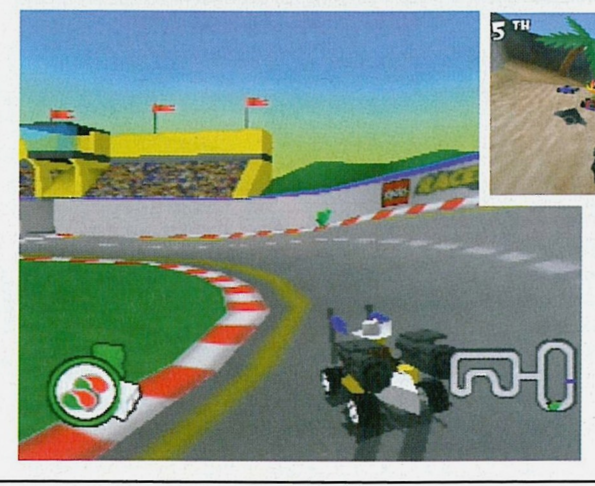
Reduced damage
Hold A and press Right (x2), Left (x2), Right, Left, Right, SP (x3), WK (x3), Z during a fight.



No damage
While you're in the thick of battle, hold A and then press Right (x2), Left (x2), Right, Left, Right, SP (x3), WK (x3), A.

Titan Quest
Press Right (x2), Left (x2), Right, Left, Right, Top-C, Bottom-C, Top-C, Bottom-C at the main menu.

Lego Racers



To use the following cheats, make a license in Build mode and use the following names to get the desired effect:

Faster game
FSTFRWRD

Grapple power-ups only
RPCRNLY

Maintain speed off track
NSLWJ

Mine power-ups only
PGLLYLL

No chassis or bricks
NCHSSS

No driver
NDRVR

No wheels
NWHLS

Max power-ups
MXPMX

Reverse Rocket City Run track
LNFRRRM

Rocket car
FLYSKYHGH

Shooter power-ups only
PGLLRD

Turbo mode
FSTFRWRD

Turbo power-ups only
PGLLGRN

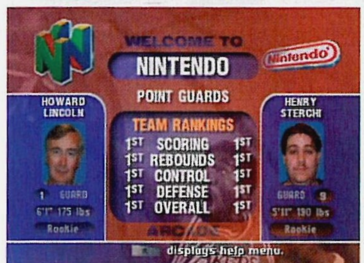
Disable all cheats
NMRCHTS

RA

Fancy tickling Xena's cheat options, building the ultimate Lego racer or creating a team of NBA mutants? You've come to the right place, then...

NBA Courtside 2







Open cheat screen
Hold Top-C and Bottom-C while on the main menu to activate the cheat screen, then input the following cunning codes:

Tiny players
Top-C, Right-C to shrink the away team. Top-C, Bottom-C to shrink the home team. Top-C, Right-C, Bottom-C to shrink both.

Sick muties
Top-C, Top-C, Bottom-C, Right-C stretches the players' necks and gives big heads to the home team.

Big heads
Top-C, Top-C, Bottom-C, Left-C, Right-C will inflate those heads so you can get a good look at the facial animations.

Extra teams
Highlight Quick Play or Arcade Mode, then hold Right-C and A. You'll get two Nintendo sides and a Left Field team.



Classic tip 1080° Snowboarding

Panda boarder
Once you've purged the EAD name from every single high score table, highlight Rob and hold Right-C while selecting him.

Crystal boarder
Beat the game on expert mode, then highlight Akari and hold Left-C while selecting her.

Gold boarder
Beat the game using the Crystal boarder, highlight Kensuke and hold Top-C while selecting him.

Penguin
Complete every single trick in training mode, then hold Bottom-C while selecting your board. You'll be racing on the back of a giant penguin.



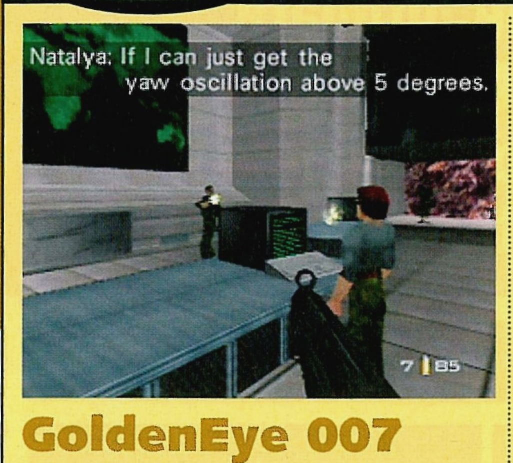


GO! GO!



ACTION REPLAY CODES

Each month we'll be printing the very best Action Replay codes. So send 'em in...



GoldenEye 007

GET ALL IN-GAME CHEATS
8005892E FFFF
8005892F FFFF
80058930 FFFF

MAKE NATALYA INVINCIBLE ON CONTROL
811C770C C000

Matthew Halfpenny, Nottingham

Rogue Squadron

ALWAYS PASS MISSION
80130AF7 0001

SHIP SELECTOR
80130B21 XXXX, replacing XXXX with



0000	X-wing
0001	Y-wing
0002	A-wing
0003	V-wing
0004	Snow Speeder
0005	Millennium Falcon
0006	TIE Fighter
0007	T-16
0008	Naboo Star Fighter

Matthew Halfpenny, Nottingham



Rayman 2

INVINCIBLE RAYMAN
811D0920 0000

INFINITE HEALTH
811BC54C 001E

INFINITE OXYGEN
810F4A80 4396

OPEN ALL LEVELS
811F1100 FFFF
811F1102 FFFF
811F1104 FFFF
811F1106 FFFF



HAVE ALL CAGES
811F10F0 FFFF
811F10F2 FFFF
811F10F4 FFFF
811F10F6 FFFF
811F10F8 FFFF
811F10FA FFFF
811FA0FC FFFF

Nuclear Strike

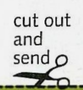
LEVEL SELECT
800ACE5D 00XX, replacing XX with required level:

00	Level 1 – Scenario 1
01	Level 1 – Scenario 2
02	Level 1 – Scenario 3
03	Level 2 – Scenario 1
04	Level 2 – Scenario 2
05	Level 2 – Scenario 3



All of these codes only work with the Action Replay cartridge from Datel.
For more details call **Datel Electronics** on **01785 810800.**

YOUR ACTION REPLAY CODES


cut out and send



Send to: Action Replay codes, **N64** Magazine, 30 Monmouth Street, Bath, BA1 2BW. If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

Here's my Action Replay code

It's for [game name]:

Its effect is:

And my code is:

Name.................................

Address.................................

....

....

....

....

Postcode ....

READERS' TOP 15 TIPS



Remember, the best tipster gets a Mirage joypad from Wild Things (029 2075 5774) and a snazzy **N64** pin badge!

Tip of the month

1 Perfect Dark
Go to the Carrington Institute and get the crate from the hangar. Take it to the shooting range and put it in the enclosed area. Select remote mines on Bronze and cover the crate with mines. Take the crate anywhere else in the institute, then go back to the shooting range, select remote mines on bronze again and use the detonator a couple of times. The crate will have exploded, taking anything nearby with it.
Ginyu, email



2 Worms Armageddon
On a single-player deathmatch where you are outnumbered, you can get a brilliant head start by using the Scales of Justice (change the game type to Super Banana) on your first go. This will wipe out most of your opponents' health, making them easy targets.
David Hart, Burwash

3 GoldenEye 007
Go to the multiplayer Archives and stand underneath the set of steps with the door at the top and press B. The door opens and closes, but there's nobody standing behind it. A great way to freak out your friends.
Ben Lock, Folkestone

4 Jet Force Gemini
If, like us, you like killing tribals, but you prefer to torture them slowly, shoot them in the leg with a pistol and they will follow you until you decide to get rid of them.
Charles and Alex Carr, Solihull

5 Super Smash Bros
On the Pokémon level when Chansey comes, hit him with the baseball bat smash attack. He'll go 'fwing' and fly through the air.
Phil Solway, Guernsey

6 Turok: Rage Wars
To get all the cheats, obtain four medals in the trial mode, then copy the save file three times so that you've got four identical games. Then go to the main menu and press Z to open the cheat menu.
Richard Foster, Ilkley

7 Turok: Rage Wars
Place a nuclear meltdown shot on the monkey tag warp and you're guaranteed to kill your monkey friend instantly. Also, pick up PFMs but don't throw them. If you stand where they used to be, more will appear and you can lay up to six at once, ensuring an easy kill. This tactic also works with iron claws, sentry turrets and cerebral bores.
Fred Riding, Surrey

8 Rainbow Six
If you can't be bothered to spend ages picking door locks or even opening them, then just throw a frag grenade near a door, stand back, watch as the door blows off, and that's it, problem solved – no more door.
Chris Walters, Leicester

9 Legend of Zelda
Slash a sign post and play Zelda's Lullaby to repair it. Then, as the sign is coming back together, slash it again. You'll have just the top part of the sign and the post, with the bottom half broken off.
Stefan Knott, Torquay



10 International Track & Field
If you want to get the crowd behind you on a long jump or triple jump in IT&F, simply press Top-C before you start your run. You'll clap above your head and start to get the crowd worked up.
Dan Sinclair-Taylor, Coventry

11 Super Smash Bros
When you play as Ness, use his guided yo-yo against yourself. You'll perform a Fox-like jet-pack attack, depending on which direction you hit yourself from.
Christophe Zerathe, London



12 GoldenEye 007
Crank up the enemy health on 007 mode and put the enemy damage right down. Now go to the Frigate level. When the enemies shoot the hostages, they won't die.
Steven Riley, Nottingham

13 Turok: Rage Wars
If you manage to get yourself down to 1% health (try using an explosive weapon) then you'll become invisible to the computer opponents. They won't kill you unless you get caught in a crossfire, so you can get lots of long-range kills.
David Swinburne, Somerset

14 Donkey Kong 64
You can take a picture of the banana fairies in Hideout Helm through the glass, so you don't actually need the Nintendo coin to get them.
Ben Griffin, Wiltshire

15 Quake II / Duke Nukem Zero Hour
If you know you are about to be killed in a multiplayer game, change weapon to your blaster or fists so when you are killed you don't leave behind a gun for your killer to pick up.
Chris Lowe, Washington





Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a list of the best and if you make it in, we'll send you a rather flash **N64** pin badge to treasure. If you get the coveted 'Tip of the month' slot, you'll get something extra special...



Name..

Address..

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....

Postcode ....

Here's my top tip

It's for [game name]:

And I've found that if you:

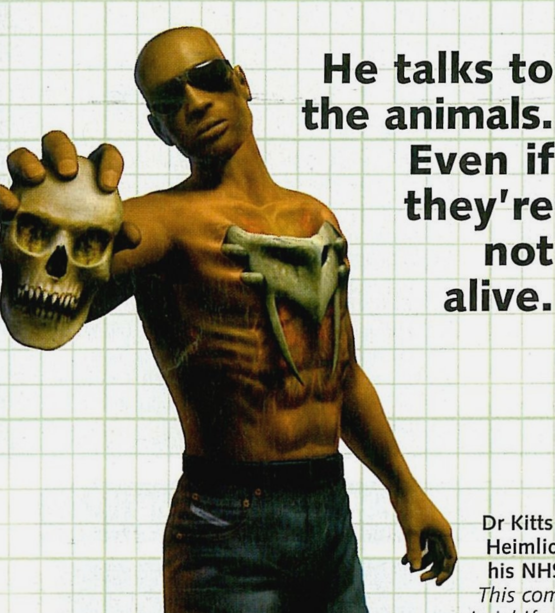
TIPS EXTRA

Send to: Tips Extra, **N64** Magazine 30 Monmouth St, Bath, BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

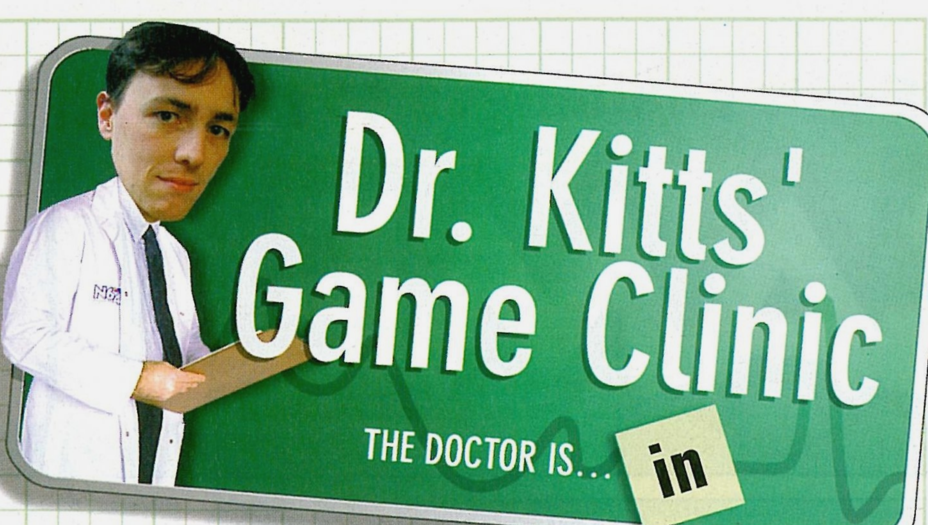
POKÉMENTAL!



ON SALE NOW!!!



He talks to the animals. Even if they're not alive.



Dr. Kitts' Game Clinic



Dr Kitts,
In *Shadowman*, I gave Legion a good taste of justice, but was rewarded with a really bad ending. I've heard there's a good one – how do I get it?
David Williams, Sheffield

Dr Kitts stares out of the window as he cracks his assistant's knuckles.
Depends on what you mean by 'good', David. Ironically, if you beat Legion, the ending is really quite disappointing. I suggest you try the following: lose. Although this is technically a 'bad' ending, dramatically, it's a lot more interesting. Naughty Acclaim.

Dr Kitts,
On *South Park* episode three, level four, I can't get into the Core Room to blow it up. Tell me how, please!
Scott Warren, Staffs

Dr Kitts deftly practices the Heimlich manoeuvre on one of his NHS patients.
This complaint is alarmingly straightforward to deal with, Scott. Simply head through the sliding doors, blasting everything in sight, until you reach the core. Once there, shoot the thing while simultaneously avoiding the stuff it shoots at you. If there are any more problems, call me in the morning. Next!

Dr Kitts,
I saved my game on *Shadowman*, but when I went back to it and pressed Load, nothing happened. I should have been able to select the game, but I can't. Please help.
Chris Chalklin, Cheltenham

Dr Kitts toys with the tassels on his slip-on shoes.
First off, check what's stored on your Controller Pak by holding down Start when you turn on your N64 with a Controller Pak-compatible cart in. This'll take you to a Controller Pak management screen, so you can check if your save file is still there. If it is, I'm afraid the prognosis isn't good. We've had lots of reports of third-party Controller Paks losing data, which is why we recommend that people buy official Nintendo paks, even though they're slightly more expensive. Sorry. If that's what's up, take the Pak back to the shop you bought it from and get a refund.



Dr Kitts,
I don't understand what 'Watch for Rolling Rocks' means in the Hazy Maze cave on *Super Mario 64*. How do I get that star?
Mark Cox, Skipton

Dr Kitts rekindles his close relationship with the dark powers that lurk beneath.
Right then, Mark. Take the path that leads to the first star, but before you reach the room with the elevator (and after you pass all those giant rolling boulders), stop in front of the door. Look up with Top-C and you'll see a passage up there. Use off-the-wall kicks to get towards the star.

Dr Kitts,
Rocket: Robot on Wheels. On Paint Misbehavin', I can't get past the guard in Imperial Guard Colours. What do I need to do?
Joe Higgins, Gayton



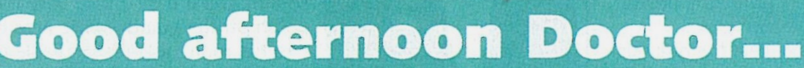
Picking up his coat and doctor's bag, ready for house calls, Dr Kitts mutters under his breath.
A surprisingly simple solution, this one. Take a close look at the guard. His top is green, whilst his (ahem) tiny bottom bit is browny-orange in colour. So to fool the fellow, dunk your entire body in yellow and then in blue to turn yourself green. Then drop onto the ledge in the clear water pool. That will clean your bottom half. The next step is to drop onto the yellow ledge, then the red one to turn your bottom half that sickly orange colour. Now try getting past the guard – with your new-found colour scheme, I'm confident he'll find you much more attractive.

Got a gaming query?

Doesn't matter how small or how precise, write in to Dr Kitts for the answer. Detail your problem in the box provided (use a separate piece of paper if necessary) and post it off to:

Dr Kitts' Game Clinic
N64 Magazine,
30 Monmouth Street, Bath, BA1 2BW.

cut out and send



Good afternoon Doctor...

I've got this terrible gaming affliction – it's like this...



My name is ....

and I live at ....

....

....

.... Postcode ....

Eight challenges to test the best.

GAME ON

Alchemists in ancient times shivered in dripping dungeons, attempting to transform lead into gold. Try using gold to make bullets. Fools.

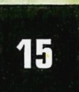
Yet the spirit of those beardy sages lives on in the form of these twisted geniuses who conjure up our Game On challenges. They'll quite cheerfully play a puzzle game until they're blue in the face, then perform a mighty work of conversion to change it into a blood-drenched shootfest. As they labour away in their gaming laboratories, here are the latest fruits of their crazed imaginations. Enjoy…

SUPER SMASH BROS *Reflect 'n' fire!*

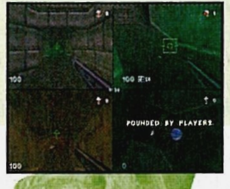




This is a co-operative challenge for two mates, courtesy of **Sam Manwaring** from **Warminster**. Both of you should select Fox as your characters, then one person fires, the other reflects, and so on. Repeat until boredom or a nervous finger twitch results. This challenge works best on Fox's home level, since it has a good shooting range. Then, if that's all proving too easy and you and your chum start to reckon you're pretty hot at this, try using the raygun instead. It's so much faster, you'll need lightning-quick reactions. You get medals for how many times you manage to reflect.

REFLECTS		15		10		5

TUROK: RAGE WARS *Starship Troopers*




This is a pretty entertaining four-player effort from **Martin Holland** of **Walsall**. He entertained us with his 'Are you a beardy gamer?' questionnaire, but here's his challenge. Two players select normal characters like Turok or Adon, whereas the others are mites. One of the mites can only use the claw, the other can only use the acid spit attack. It's much better if you choose a smallish level like Starlight. Medals are awarded for how many kills either team gets in ten minutes.

FRAGS		16		10		7

JET FORCE GEMINI *Hail to the King, baby*




This challenge, from **Jeffrey Benton** in **Kent**, is unsurprisingly set on the King of the Hill multiplayer level. The strongest player sits atop the tower and has to shoot the others. The remaining three try to take out the King using only cluster grenades. To make things fairer, they can't stand any nearer than the moat. The person who eventually kills the King gets the dubious privilege of becoming the King himself. Medals are awarded for how many consecutive kills the King manages to get before he's toppled.

KILLS		5		3		1

GOLDENEYE 007 *Droning on*





A lot of Game On challenges consist of sharp shooting and neat weapons control. Not so for this simple beaut all the way from **Max Lewis** of **Australia**. On the Cradle, head into the room which contains those pesky drone guns. Then just hover around in there, seeing how long you can survive. It's harder than it sounds and it'd be a very wise move indeed to polish off the guards in the area before heading into the room, as they are liable to cause you extra grief when you need it least. Obviously, no cheats are allowed for this one. Medals are awarded for how long you last.

SURVIVAL (SECONDS)		40+		20-40		10-20

RESIDENT EVIL 2 *Carve the Sunday roast*





Robert Nicholson is clearly quite handy with a blade. We certainly wouldn't fancy running into him in a darkened alley. With an evil glint in his eye, he suggests killing as many zombies as possible using only the knife. Obviously, the trick is to stab then run like the clappers. You can't heal yourself, and clearly the challenge ends when you die. You aren't allowed to use the areas where you can't be hit, like standing on the dumpster in City Area one. Not tricky enough? Try a crowded room like the eastern reception office. Snap up medals for how many you take with you.

UNDEAD DISPATCHED  5  3  2

SUPER SMASH BROS *Bat a balloon*

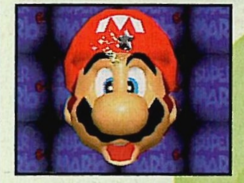




James Rushton from **Truro** brings us a challenge that means we don't have to bother buying any of those baseball games. Maybe. Set one player as Jigglypuff, and the three CPU players as Level 9 Kirbys. Ensure the stock is set for 99 for each player, and obviously that it's a Kirby vs Jiggly team match. The only item is the 'Homerun Bat', and set its frequency to Very High. We'd play on Sector Z, as it's big enough. Send the Kirbys reeling with Up + B before hitting them sky high. If you are KO'ed, that's game over. Earn shiny things depending on how many homers you hit.

HOMERS  10  5  3

MARIO 64 *Wake up, Boo!*

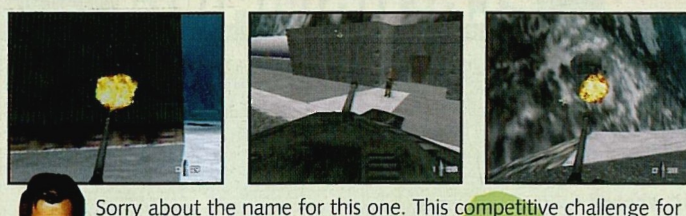
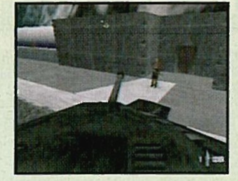




It's Ghostbusters the game – or as close as we'd like to get to it, at least. **Edward Biddych** from **Merseyside** has come up with this *Mario* challenge, for which you'll need a stopwatch. Go to the castle gardens where the Boos live. Kill them all as quickly as you can, leaving the big Boo at the entrance for last. Take your time in seconds away from 300 seconds (five minutes), and that's your basic score. Boost that total by bouncing on a Boo's head for ten more points, or by swimming a lap of the pool for 20 extra. Swinging from the trees onto the stone without touching the ground will earn you an extra 100 if your feet never touch the ground.

POINTS  550+  400-549  300-399

GOLDENEYE 007 *Tanks for the memory*

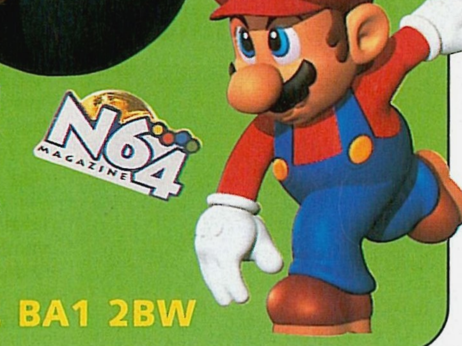




Sorry about the name for this one. This competitive challenge for two comes from **Stephen Tait** of **Wrexham**, though you might need a third person to help count the bodies. Turn on Invincibility and Infinite Ammo, then head for the Runway. Set the controls to Domino. One player controls the driving of the tank, and the other controls the turret gun. The idea is to kill more soldiers than your mate. Very confusing indeed. Play lasts for half an hour, with the victor getting a medal according to how many kills they won by.

WIN BY  30  20  10

Now it's your turn!

GAME ON



Do you have any weird ways of playing your favourite games? If you've got a nifty challenge that you'd like to share with **N64** readers around the world, we'd love to hear about it. Write 100 words explaining what you've got to do, and set three suitable levels of achievement for Gold, Silver and Bronze medals.

Send your challenges to:

Game On, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW

CHALLENGES WANTED!

As well as all the usual games, we're particularly interested in Game On challenges for...
Perfect Dark • Donkey Kong 64
International Track & Field 2000 • WinBack
We'll print the best right here, and you'll get a flashy **N64** pin badge for your troubles. Now you can't say fairer than that, can you!

I'M THE BEST

Declare to the world that you are a true gaming guru.

Want to impress your mates? At a loose end? After a small slice of stardom? Three more than adequate reasons to flick on your N64 and aim for a number-one slot in I'm the Best.

Standards and scores are rising all the time, but that just means clinching first place will feel all the more glorious. So give it your best shot, and you never know – we might see you at the top!

New Leagues

PERFECT DARK

Knuckle down and study the PD tips we've given you in this issue and the previous one, then send in your times for:

Datadyne Building: Infiltration
Datadyne Research: Investigation
Datadyne Central: Extraction
Carrington Villa: Hostage One
Chicago: Stealth
and, finally, for now,
G5 Building: Reconnaissance.





STAR PERFORMANCE in conjunction with Wild Things



We've already awarded a Star Performance for *Resident Evil 2*, but we were so impressed with this, we just had to give credit where it's due.

Delayed by exams, but still worth sending from Greece was Andreas Kekes' Claire mission B time of… well, a barmy one hour, 46 minutes and 33 seconds. With *no* saves. Gulp. Congrats, Andreas! You've won a Mirage joypad from Wild Things (029 2075 5774 or www.wild-things.co.uk). If anyone else thinks they deserve the **N64** nod for gaming glory, send in your scores, marking the envelope 'Star Performance'.

NEW HIGH SCORE!

Ridge Racer times have been slow to arrive, so it looked like no-one could beat Mark's Novice time (or, at least, no-one could be bothered to tell us they had). But then Matthew Sexton sent us his time of 1'03"660 – ten seconds quicker. A Wild Things joypad is yours, Matt!

THIS MONTH'S TIME TO BEAT



N64 is currently offering you the definitive tips for *Perfect Dark*. But before we get as far as Air Force One, we want to see just how good you think you are at it. So, complete the level on Agent. Sounds simple enough – but we reckon it can be done in 2'30 or less. (Hint: it may well depend on where you start.) Send us your times – if you're woman enough…

Donkey Kong 64



RAMBI BONUS GAME

1	244	Peter Barrett, *Co. Armagh*
2	228	Ben Gooch, *Tamworth*
2	228	Joseph Jennings, *Birm'ham*
2	228	Arkadiusz Gabreycki, *Poland*
5	226	Ruben Larsen, *Norway*
6	224	Lorne Tietjen, *Woking*
6	224	Becki Harrison, *Coventry*
8	222	Liam Kennedy, *Bolton*
8	222	Sam Abraham, *Dublin*
10	220	Tim Booth, *Shrewsbury*
11	218	Matthew Sexton, *Bedford*
11	218	James Fowler, *Leek*
13	216	Calum Conn, *Watford*
13	216	Sean Matthews, *Paisley*
15	214	Stan Colomb, *Corsham*

ENGUARDE ARENA

1	365	Arkadiusz Gabreycki, *Poland*
2	360	Gary Harmson, *Halifax*
3	345	Janne Kaitila, *Finland*
4	330	Lorne Tietjen, *Woking*
5	325	Tom Craven, *Lancashire*
6	315	Kyan Kia, *Halifax*
6	315	Scott Fitzgerald, *Dorset*
8	305	Thomas Pearce, *Trowbridge*
9	300	Stuart Stringer, *Orpington*
10	295	Ruben Larsen, *Norway*
11	270	Chester Trinick, *Bristol*
12	265	Jonathan Steinberg, *Sweden*
12	265	Anders Evjen, *Norway*
14	260	Matthew Sexton, *Bedford*
14	260	Gavin Fuller, *Romford*
14	260	Jenna Blackman, *Pagham*
14	260	Robert Stanyer, *Winslow*

DK ARCADE

1	170300	Ben Gooch, *Tamworth*
2	92500	Matthew Sexton, *Bedford*
3	92400	Gary Harmson, *Halifax*
4	59600	Janne Kaitila, *Finland*
5	55100	Thomas Pearce, *Trowbridge*
6	52400	Chris Webb, *Gloucester*
7	51100	Simon Johnson, *Tyne & Wear*
8	50600	Chris Grant, *Inverness*
9	36900	Andrew Simmonds, *Waterlooville*
10	31400	Vegalis Pavlis, *Greece*

JETPAC

1	999990	Arkadiusz Gabreycki, *Poland*
2	999355	Alan Clarke, *Oxford*
3	999135	Andrew Simmonds, *Waterlooville*
4	801680	Jenna Blackman, *Pagham*
5	712385	David Huggins, *Crawley*
6	688510	James Cull, *Redditch*
7	673395	Janne Kaitila, *Finland*
8	666540	Tom Makey, *Colchester*
9	664035	Greg Duncan, *Glasgow*
10	662165	Fraser Young, *Crowborough*

DIDDY'S MINECART RIDE

1	85	Janne Kaitila, *Finland*
1	85	Denis Craven, *Lancashire*
1	85	Ruben Larsen, *Norway*
1	85	Arkadiusz Gabreycki, *Poland*
5	84	Tom Craven, *Lancashire*
6	83	Jenna Blackman, *Pagham*
6	83	Timothy Staines, *Iford*
8	77	Bobby Matthews, *Kingston Upon Thames*
8	77	Morten Tronstad, *Norway*

Mario Golf



TOAD HIGHLANDS

1	8'41"96	Raymond Wegman, *Holland*
2	8'51"98	Chris Webb, *Gloucester*
3	9'18"68	Jon McIlvaney, *Washington*
4	9'33"88	Gary Carney, *Newcastle upon Tyne*
5	9'52"64	Matthew Sexton, *Bedford*

KOOPA PARK

1	9'16"20	Raymond Wegman, *Holland*
2	9'43"20	Chris Webb, *Gloucester*
3	10'32"68	Gary Carney, *Newcastle upon Tyne*
4	10'47"16	Jan-Erik Spangberg, *Sweden*
5	11'26"48	Thomas Grandjean, *Switzerland*

SHY GUY DESERT

1	9'25"56	Raymond Wegman, *Holland*
2	10'40"60	Chris Webb, *Gloucester*
3	10'47"72	Gary Carney, *Newcastle upon Tyne*
4	11'22"28	Jan-Erik Spangberg, *Sweden*
5	11'27"44	Andrew Harvey, *Twyford*

YOSHI'S ISLAND

1	9'54"68	Raymond Wegman, *Holland*
2	10'23"40	Chris Webb, *Gloucester*
3	11'21"72	Gary Carney, *Newcastle upon Tyne*
4	11'29"48	Clive Mullings, *Kimbolton*
5	11'54"16	Jan-Erik Spangberg, *Sweden*

BOO VALLEY

1	10'52"72	Raymond Wegman, *Holland*
2	11'39"04	Chris Webb, *Gloucester*
3	11'44"36	Gary Carney, *Newcastle upon Tyne*
4	11'46"24	Jan-Erik Spangberg, *Sweden*
5	12'26"06	Thomas Grandjean, *Switzerland*

MARIO'S STAR

1	10'18"24	Raymond Wegman, *Holland*
2	11'15"48	Chris Webb, *Gloucester*
3	11'54"76	Thomas Grandjean, *Switzerland*
4	12'02"28	Gary Carney, *Newcastle upon Tyne*
5	12'26"64	Jon McIlvaney, *Washington*

Beetle Adventure Racing



COVENTRY COVE

1	4'36"03	Matthew Leach, *Cheshire*
2	4'42"59	Ross Anderson, *Peterborough*
3	4'42"98	Martin Van Duuren, *Holland*
4	4'43"88	Anders Ringdal, *Norway*
5	4'47"81	Craig Wood, *West Sussex*

MOUNT MAYHEM

1	4'43"11	Matthew Leach, *Cheshire*
2	4'44"99	Anders Ringdal, *Norway*
3	4'47"65	Martin Van Duuren, *Holland*
4	4'47"66	Ross Anderson, *Peterborough*
5	4'50"03	Jan-Erik Spangberg, *Sweden*

SUNSET SANDS

1	5'13"40	Thomas Duggan, *West Sussex*
2	5'14"26	Martin Van Duuren, *Holland*
3	5'21"86	James Robinson, *Cheshire*
4	5'25"28	Thomas Hower, *Denmark*
5	5'28"09	Ross Anderson, *Peterborough*

INFERNO ISLE

1	6'29"06	Martin Van Duuren, *Holland*
2	6'33"09	Jan-Erik Spangberg, *Sweden*
3	6'33"93	Ross Anderson, *Peterborough*
4	6'36"64	Anders Ringdal, *Norway*
5	6'39"95	Martin Van Duuren, *Holland*

METRO MADNESS

1	4'47"76	James Robinson, *Cheshire*
2	5'43"46	Martin Van Duuren, *Holland*
3	5'49"03	Ross Anderson, *Peterborough*
4	6'01"82	Sean MacKenzie, *Edinburgh*
5	6'03"21	Ben Staples, *Watchet*

WICKED WOODS

1	3'42"02	Jan-Erik Spangberg, *Sweden*
2	3'53"46	Bobby Matthews, *Kingston*
3	3'56"10	Thomas Hower, *Denmark*
4	3'56"50	Martin Van Duuren, *Holland*
5	3'59"36	Ross Anderson, *Peterborough*

Smash Bros



MARIO

1	11"85	Ben Rumsby, *Bristol*
2	11"97	Jonathan Steinberg, *Sweden*
3	13"81	Matthew Sexton, *Bedford*
4	14"13	James Wood, *Cumbria*
5	14"63	Tom Donoughue, *Balsham*

DONKEY KONG

1	14"21	Ben Rumsby, *Bristol*
2	14"37	Tom Donoughue, *Balsham*
3	14"43	Scott Fitzgerald, *Dorset*
4	15"16	Robert Harrison, *Wakefield*
5	15"31	Tom Woodward, *Bredon*

YOSHI

1	19"71	Ben Rumsby, *Bristol*
2	19"83	Tom Donoughue, *Balsham*
3	22"90	Alexander Davies, *Llandeilo*
4	23"73	Janne Kaitila, *Finland*
5	23"90	Rob Humphrey, *Leicester*

KIRBY

1	20"95	Ben Rumsby, *Bristol*
2	20"97	Chris Grant, *Inverness*
3	21"00	Tom Donoughue, *Balsham*
2	23"01	Laurence Imich, *Essex*
3	23"29	Robert Harrison, *Wakefield*

LINK

1	19"23	Tom Rumsby, *Bristol*
2	21"21	Rob Humphrey, *Leicester*
3	21"47	Tom Donoughue, *Balsham*
4	21"57	Tom Woodward, *Bredon*
5	21"81	Matthew Li Kam Wa, *Lancashire*

FOX

1	13"95	Ben Rumsby, *Bristol*
2	14"05	James Wood, *Cumbria*
3	16"13	Laurence Imich, *Essex*
4	16"15	Jonathan Steinberg, *Sweden*
5	16"30	Raymond Wegman, *Holland*

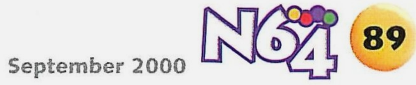
PIKACHU

1	11"01	David Marsland, *Cheshire*
2	11"47	Luke Brown, *Worcester*
3	11"97	Ben Rumsby, *Bristol*
4	12"01	Robert Harrison, *Wakefield*
5	12"13	Alec Buckley, *Swadlincote*

TOTAL TIME

	Bonus 1	
1	3'24"50	Ben and Tom Rumsby, *Bristol*
2	4'25"44	Matthew Sexton, *Bedford*
	Bonus 2	
1	5'56"63	Ben and Tom Rumsby, *Bristol*
2	6'35"21	Matthew Sexton, *Bedford*





Star Wars Episode 1: Racer



BOONTA TRAINING COURSE

1	0:26.705	Thomas Hower, *Denmark*
2	0:26.728	Tom Beasley, *Bushy*
3	0:27.639	James McClosky, *Co.Derry*
4	0:29.259	Anthony Ratnasothy, *Essex*
5	0:30.012	Jan-Erik Spangberg, *Sweden*

MON GAZZA SPEEDWAY

1	0:12.158	Thomas Hower, *Denmark*
2	0:12.573	James McClosky, *Co.Derry*
3	0:12.775	Anthony Ratnasothy, *Essex*
4	0:13.071	Phil Hughes, *Widnes*
5	0:13.110	Tom Beasley, *Bushy*

BEEDO'S WILD RIDE

1	0:52.415	Jan-Erik Spangberg, *Sweden*
2	0:56.431	Anthony Ratnasothy, *Essex*
3	0:57.447	Tom Beasley, *Bushy*
4	1:00.342	Thomas Hower, *Denmark*
5	1:01.196	Stephen Hill, *Maidstone*

MALASTARE 100

1	0:31.844	James McClosky, *Co.Derry*
2	0:33.306	Tom Beasley, *Bushy*
3	0:33.886	Jan-Erik Spangberg, *Sweden*
4	0:34.780	Anthony Ratnasothy, *Essex*
5	0:36.775	Thomas Hower, *Denmark*

VENGEANCE

1	1:02.249	Jan-Erik Spangberg, *Sweden*
2	1:07.810	Anthony Ratnasothy, *Essex*
3	1:07.978	Tom Beasley, *Bushy*
4	1:12.290	Nader Kohbodi, *Anglesey*
5	1:13.048	Stephen Hill, *Maidstone*

SCRAPPERS RUN

1	0:33.333	Matthew Durrant, *Bognor Regis*
2	0:34.957	James McClosky, *Co.Derry*
3	0:35.589	Jan-Erik Spangberg, *Sweden*
4	0:37.950	Anthony Ratnasothy, *Essex*
5	0:40.086	Tom Beasley, Bushy

ANDO PRIME CENTRUM

1	0:50.213	Tom Beasley, *Bushy*
2	0:51.627	Thomas Hower, *Denmark*
3	0:51.649	Jan-Erik Spangberg, *Sweden*
4	0:51.761	Matthew Durrant, *Bognor Regis*
5	0:51.867	Anthony Ratnasothy, *Essex*

EXECUTIONER

1	1:16.516	Jan-Erik Spangberg, *Sweden*
2	1:22.029	Anthony Ratnasothy, *Essex*
3	1:23.611	Luke Oswin, *Leicester*
4	1:26.576	Thomas Hower, *Denmark*
5	1:28.897	Stephen Hill, *Maidstone*

Wipeout 64



UK (PAL) TIMES ONLY

KLIES BRIDGE

1	0:14.1	Thomas Dooley, *Glasgow*
2	0:16.7	Thomas Grandjean, *Switzerland*
3	0:16.8	Ryan Brannan, *Co. Down*
4	0:16.9	Chris Lowe, *Tyne & Wear*
5	0:17.3	Tom Craven, *Lancashire*

QORON IV

1	0:23.8	Thomas Dooley, *Glasgow*
2	0:26.8	Tom Craven, *Lancashire*
3	0:26.9	Ryan Brannan, *Co. Down*
4	0:27.1	Kevin Holmes
5	0:27.5	Guy Nisbett, *London*

SOKANA

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:29.2	Guy Nisbett, *London*
3	0:29.5	Tom Craven, *Lancashire*
4	0:29.8	Ryan Brannan, *Co. Down*
5	0:30.0	Thomas Grandjean, *Switzerland*

DYRONESS

1	0:18.5	Thomas Dooley, *Glasgow*
2	0:19.6	Kevin Holmes
3	0:20.2	Ryan Brannan, *Co. Down*
4	0:20.3	Tom Craven, *Lancashire*
5	0:20.8	Chris Lowe, *Tyne & Wear*

MACHAON II

1	0:27.6	Thomas Dooley, *Glasgow*
2	0:31.2	Tom Craven, *Lancashire*
3	0:32.1	Ryan Brannan, *Co. Down*
4	0:32.2	Thomas Grandjean, *Switzerland*
5	0:32.6	Guy Nisbett, *London*

TERAFUMOS

1	0:24.8	Thomas Dooley, *Glasgow*
2	0:26.9	Tom Craven, *Lancashire*
3	0:27.7	Ryan Brannan, *Co. Down*
4	0:28.0	Guy Nisbett, *London*
4	0:28.0	Kevin Holmes

World Driver Championship



HAWAII C

1	01:02.52	Chris Charlwood, *Bromley*
2	01:03.90	Daniel John, *via email*
3	01:04.36	Ryan McGarva, *Moffat*
4	01:05.16	Tommy Rushton, *Withington*
5	01:06.26	Chris Caufield, *Halifax*

KYOTO A

1	00:40.24	Daniel John, *via email*
2	00:40.64	Chris Charlwood, *Bromley*
3	00:41.00	Tim Barrow, *Gloucester*
3	00:41.56	Ryan McGarva, *Moffat*
5	00:41.96	Andrew Whitham, *Moreton-in-Marsh*

LAS VEGAS A

1	00:59.36	Daniel John, *via email*
2	01:01.16	Chris Charlwood, *Bromley*
3	01:01.56	Ben Coates, *Sutton Coldfield*
4	01:01.60	Chris Webb, *Gloucester*
5	01:02.24	Ryan McGarva, *Moffat*

ROME B

1	01:13.56	Martin Bounds, *Bognor Regis*
2	01:14.23	Daniel John, *via email*
3	01:15.68	Chris Charlwood, *Bromley*
4	01:16.76	Ben Coates, *Sutton Coldfield*
5	01:17.00	Ryan McGarva, *Moffat*

LISBON C

1	01:02.88	Ryan McGarva, *Moffat*
2	01:03.40	Abul Salam, *London*
3	01:03.92	Chris Charlwood, *Bromley*
4	01:06.44	Daniel John, *via email*
5	01:08.08	Chris Caufield, *Halifax*

BLACK FOREST A

1	00:27.96	Chris Charlwood, *Bromley*
2	00:28.56	Ryan McGarva, *Moffat*
3	00:28.64	Ben Coates, *Sutton Coldfield*
4	00:29.04	Peter Robertson, *Scotland*
5	00:29.20	Daniel John, *via email*

TOTAL TIME

1	05:31.88	Chris Charlwood, *Bromley*
2	05:47.88	Chris Webb, *Gloucester*
3	06:24.87	Alex Elder, *Surrey*
4	07:05.11	Andrew Walkley, *Penzance*
5	07:11.21	Andrew Dawson, *Leeds*



F-Zero X



UK (PAL) TIMES

SAND OCEAN

1	1'14"690	Adam Tucker, *Great Yarmouth*
2	1'15"246	Phil Hughes, *Widnes*
3	1'15"839	Matthew Flitton, *Cambridge*
4	1'16"854	Gary Carney, *Newcastle-upon-Tyne*
5	1'16"917	David Van Moer, *Belgium*

BIG BLUE

1	1'27"690	Adam Tucker, *Great Yarmouth*
2	1'29"634	Gary Carney, *Newcastle-upon-Tyne*
3	1'31"999	Tony Dunster, *London*
4	1'32"502	David Van Moer, *Belgium*
5	1'33"343	Morten Tronstad, *Norway*

SECTOR ALPHA

1	1'22"696	Adam Tucker, *Great Yarmouth*
2	1'23"527	Phil Hughes, *Widnes*
3	1'24"497	Matthew Flitton, *Cambridge*
4	1'24"792	Morten Tronstad, *Norway*
5	1'24"830	David Van Moer, *Belgium*

DEVIL'S FOREST 2

1	1'15"011	Phil Hughes, *Widnes*
2	1'16"218	Hedley Gabriel, *Essex*
3	1'18"399	Adam Tucker, *Great Yarmouth*
4	1'22"152	D. D. Ramone, *Carlisle*
5	1'22"591	Sam Fenwick, *Leighton Buzzard*

FIRE FIELD

1	1'14"360	Phil Hughes, *Widnes*
2	1'15"028	Adam Tucker, *Great Yarmouth*
3	1'15"183	D. D. Ramone, *Carlisle*
4	1'17"802	Gary Carney, *Newcastle-upon-Tyne*
5	1'19"908	David Van Moer, *Belgium*

RED CANYON 2

1	1'33"776	Adam Tucker, *Great Yarmouth*
2	1'34"800	Gary Carney, *Newcastle-upon-Tyne*
3	1'34"935	Phil Hughes, *Widnes*
4	1'35"555	D. D. Ramone, *Carlisle*
5	1'39"323	Tony Dunster, *London*

SPACE PLANT

1	2'00"535	Adam Tucker, *Great Yarmouth*
2	2'01"163	Phil Hughes, *Widnes*
3	2'02"173	D. D. Ramone, *Carlisle*
4	2'05"109	Sam Fenwick, *Leighton Buzzard*
5	2'05"442	Gary Carney, *Newcastle-upon-Tyne*

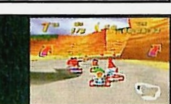
PORT TOWN 2

1	1'52"032	Paul Galvin, *Dublin*
2	1'52"832	Adam Tucker, *Great Yarmouth*
3	1'52"920	Phil Hughes, *Widnes*
3	1'53"521	Gary Carney, *Newcastle-upon-Tyne*
4	1'54"461	David Van Moer, *Belgium*

SAND OCEAN 2

1	1'36"776	Adam Tucker, *Great Yarmouth*
2	1'37"485	Gary Carney, *Newcastle-upon-Tyne*
3	1'37"834	Tony Dunster, *London*
4	1'38"470	Phil Hughes, *Widnes*
5	1'38"635	D. D. Ramone, *Carlisle*

Diddy Kong Racing



UK (PAL) TIMES

EVERFROST PEAK

1	1'25"43	Anthony Levitt, *Swanley*
2	1'29"43	Tim Booth, *Shrewsbury*
2	1'29"43	Morten S Fausk, *Norway*
4	1'29"56	Adam Tucker, *Great Yarmouth*
5	1'31"56	Rob Inman, *Aylesbury*

FROSTY VILLAGE

1	1'18"60	Anthony Levitt, *Swanley*
2	1'19"40	Phil Hughes, *Widnes*
3	1'19"90	Daniel Carlsson, *Sweden*
4	1'22"10	Morten Tronstad, *Norway*
5	1'23"96	Adam Tucker, *Norfolk*

WHALE BAY

1	0'55"31	Phil Hughes, *Widnes*
2	0'56"51	Morten Tronstad, *Norway*
3	0'56"75	Adam Tucker, *Norfolk*
4	0'58"71	Andrew Mills, *Dundee*
5	0'59"43	Danny Dunn, *Lincolnshire*

PIRATE LAGOON

1	1'04"45	Adam Tucker, *Great Yarmouth*
2	1'04"81	Anthony Levitt, *Swanley*
3	1'05"41	Phil Hughes, *Widnes*
4	1'05"66	Morten Tronstad, *Norway*
5	1'05"73	Jan-Erik Spangberg, *Sweden*

TREASURE CAVES

1	0'47"06	Phil Hughes, *Widnes*
2	0'47"83	Rob Inman, *Aylesbury*
3	0'48"43	Adam Tucker, *Great Yarmouth*
4	0'48"61	Daniel Carlsson, *Sweden*
5	0'49"06	Richard Dunn, *Lincolnshire*

BOULDER CANYON

1	1'32"66	Phil Hughes, *Widnes*
2	1'32"96	Adam Tucker, *Great Yarmouth*
3	1'33"26	Morten Tronstad, *Norway*
4	1'33"81	Danny Dunn, *Lincolnshire*
5	1'36"40	Andrew Mills, *Dundee*

HAUNTED WOODS

1	0'50"45	Rob Inman, *Aylesbury*
2	0'51"20	Phil Hughes, *Widnes*
3	0'52"76	Anthony Levitt, *Swanley*
4	0'53"91	Adam Tucker, *Great Yarmouth*
5	0'54"06	Daniel Carlsson, *Sweden*

STAR CITY

1	1'29"53	Adam Tucker, *Great Yarmouth*
2	1'30"33	Anthony Levitt, *Swanley*
3	1'30"50	Rob Inman, *Aylesbury*
4	1'30"90	Richard Dunn, *Lincolnshire*
5	1'31"66	Jan-Erik Spangberg, *Sweden*

SPACEPORT ALPHA

1	1'40"46	Rob Inman, *Aylesbury*
2	1'40"71	Andrew Mills, *Dundee*
3	1'41"33	Phil Hughes, *Widnes*
4	1'43"10	Morten Tronstad, *Norway*
5	1'47"75	Adam Tucker, *Great Yarmouth*

How to enter

Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.
Pack up your bits and send them all to:

I'm the Best, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW
If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them to you.

And remember, each issue of the mag has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you put your stuff in the post – it'll be there in the next one.

In association with



A score of tough-nut trials to tax the best.

skill club MILLENNIUM

Wayhey! Skill Club Millennium is getting bigger with every issue. With our 20 challenges to pick from, there's new names aplenty popping up in our Bronze league, plus some folk graduating to Silver territory, and even a couple of gamers going straight in at Gold. Keep it up – and let's see some more Platinum players, too!

Anyone can have a crack at a place in Skill Club – all you have to do is complete at least three of the challenges, photograph or video the results, send 'em in with the form below (marking your envelope 'Skill Club Millennium') and *you* could end up occupying a cosy slot in our revered tables.

As well as the enormous sense of well-being you'll feel, you'll also receive a glossy **N64** Skill Club certificate, an **N64** pin badge, and – for Gold-standard gamers – a Gamester Advanced Controller or a Gamester Tremor Pak with 1MB memory. And, at the top of the skill tree, those elite Platinum Skill Clubbers can adorn their upper body with an ultra-coveted **N64** T-shirt. Does it *get* much better?

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver, ten for Gold and 14 to make it into the Platinum list.*
- *You can enter whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the game, but if you opt for NTSC you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter the leagues in stages if you wish. If you've made it into the Bronze league, just send us further proof to elevate yourself to a loftier position. Remember to tick the upgrade box!*
- *Bronze, Silver, Gold and Platinum leagues will be published in each future edition of* **N64**.
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it into the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' socket on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). And that's about it.

skill club MILLENNIUM ENTRY FORM

Hello there,

I'd like to humbly put myself forward for the Bronze/Silver/Gold/Platinum Skill Club Millennium league. I include proof of my achievements in:

	A F-Zero X		K Zelda
	B ISS '98		L GoldenEye 007
	C Rogue Squadron		M Pilotwings
	D Super Mario 64		N Donkey Kong 64
	E Turok: Rage Wars		O Resident Evil 2
	F Lylat Wars		P Mario Golf
	G Quake II		Q Shadowman
	H Wave Race 64		R Jet Force Gemini
	I 1080°		S Smash Bros
	J Mario Kart		T World Driver

Please send my badge and certificate to:

Name ....

Address ....

....

....

....

Hey folks! I'm upgrading! ☐

Use a photocopy of this form if you'd rather not cut your copy of **N64** *Magazine.*

Club 64 SKILL CLUB MILLENNIUM

challenge A — F-Zero X



What you must do: Get a time of under 50 seconds on Death Race.
Proof: A photo of your time, shown on the info screen after the race.
Helpful tips: The DGG+ free with issue 22.

challenge B — ISS '98



What you must do: Finish all the scenarios.
Proof: A photo of two completed Scenario screens.
Helpful tips: There's the review in issue 20. And, um, that's it. You're on your own here.

challenge C — Rogue Squadron



What you must do: Score over 95% accuracy on the first level, Ambush at Mos Eisley.
Proof: A photo of the stats screen.
Helpful tips: Tips in issue 27, or issue 31's DGG+.
(Note: Feel free to use any ship for this, including the V-Wing and Naboo fighter.)

challenge D — Super Mario 64



What you must do: Complete the game (with 120 stars, not 70) with over 2000 coins. Yup, 2000.
Proof: A photo of the records screen, showing your coin totals for every world.
Helpful tips: Issues 1-5 and there's also issue 15's DGG+.

challenge E — Turok: Rage Wars

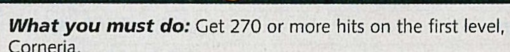






What you must do: Unlock every character in the game. It's a toughie.
Proof: A photo of the character select screen.
Helpful tips: Mark's lovely review in issue 35, and accompanying tips in **N64**/36.

challenge F — Lylat Wars



What you must do: Get 270 or more hits on the first level, Corneria.
Proof: A photo of your best score from the Ranking screen.
Helpful tips: The free poster magazine with **N64**/8, and DGG+ 2 (free with issue 13).



challenge G — Quake II





What you must do: Beat the first level – Strogg Outpost – in under 35 seconds.
Proof: A photo of the stats screen, which appears after you finish the level. Mint.
Helpful tips: Review in issue 32, tips in issue 33. Luvverly.

challenge H — Wave Race 64





What you must do: Beat a time of 1'34" (PAL) or 1'23" (NTSC) on the Southern Island course.
Proof: A photo of the stats screen, clearly showing your time.
Helpful tips: Plenty o' help in **N64**/2, and have a 'decko' at the DGG+ on the front of issue 14.

challenge I — 1080° Snowboarding







What you must do: Beat a time of 1'20" in Golden Forest, the trickiest of tracks.
Proof: A photo of the records screen.
Helpful tips: The Double Game Guide+ free with issue 22 is stacked with fruity help. Yes.

challenge J — Mario Kart 64

What you must do: Beat a time of 1'43" (PAL) or 01' 35" (NTSC) on Koopa Troopa Beach.
Proof: A picture of the records screen, showing your time.
Helpful tips: The help-filled review in issue 4, tips in issue 5 and the DGG+ with issue 13 will all help.

challenge K — The Legend of Zelda



What you must do: Catch the Hylian Loach (using the sinking lure).
Proof: An in-game photo, showing Link holding the Loach, with the weight displayed.
Helpful tips: The DGG+ with issue 26 will tell you all.

challenge L — GoldenEye 007



What you must do: Unlock all the cheats.
Proof: A photo of the unlocked cheats. From the, er, cheats screen.
Helpful tips: i-Spy magazine with **N64**/9, tips in **N64**/10 and 12 and the DGG+ which came with issue 12.

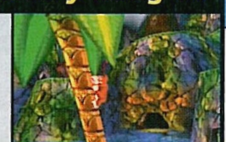
challenge M — Pilotwings





What you must do: Score over 3550 points in total.
Proof: Photographs of both the main mission select screen and the bonus mission select screen, with all points displayed.
Helpful tips: There's a guide in issue 6, and loads of help in the DGG+ found free with issue 19.

challenge N — Donkey Kong 64



What you must do: Grab all 201 bananas and complete 101% of the game.
Proof: A photo of the information from the pause screen.
Helpful tips: You'll find everything you need to know in issues 37, 38 and 39.

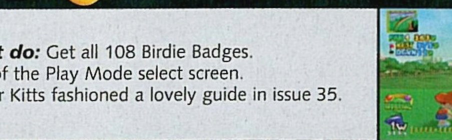
challenge O — Resident Evil 2



What you must do: Get an 'A' rating on Leon's main adventure.
Proof: A photo of the final screen, showing your rating.
Helpful tips: There's a full walkthrough in issue 38.

challenge P — Mario Golf

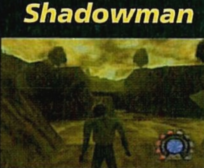




What you must do: Get all 108 Birdie Badges.
Proof: A photo of the Play Mode select screen.
Helpful tips: Mr Kitts fashioned a lovely guide in issue 35.

challenge Q — Shadowman





What you must do: Collect all 120 Dark Souls.
Proof: A photo of the pause screen, showing your total Dark Soul count.
Helpful tips: Tips in issue 33, plus the tips book with issue 34.
(Note: There are actually around 123 Dark Souls in the game, but 120 will do.)

challenge R — Jet Force Gemini

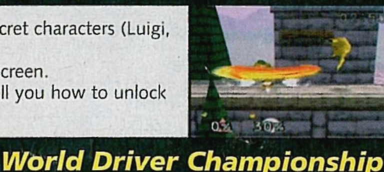




What you must do: Reach Mizar's asteroid (by rescuing all the tribals and finding all ship parts).
Proof: A photo of the asteroid on the map screen.
Helpful tips: There's tips in issues 35 and 36, and the Double Game Guide+ was free with issue 38.

challenge S — Super Smash Bros





What you must do: Unlock all four secret characters (Luigi, Ness, Jigglypuff and Captain Falcon).
Proof: A photo of the Character Select screen.
Helpful tips: The tips in issue 37 will tell you how to unlock the secret characters.

challenge T — World Driver Championship



What you must do: Unlock the '99 Mystic A car (done by winning the GT1 Championship).
Proof: A photo of the unlocked car at the vehicle selection screen.
Helpful tips: Some hints adorn the tips section of issue 34.

GO! GO!



HALL OF FAME

PLATINUM Club
complete 14 challenges

Anthony Woods, *Wolverhampton*
Matthew Hall, *Ruislip*
Richard Milham, *Wolverhampton*
David Cittern, *Middlesex*
Andrew McGrae, *Southport*
Matthew Weston, *Nottingham*
Dan Masters, *Australia*

SILVER Club
complete 7 challenges

Jamie Chambers, *Cheshire*	*A,D,E,H,K,L,P*
Mike Richards, *Westbury*	*B,G,H,L,N,R,S*
Martin Flynn, *Kent*	*D,J,K,L,M,N,R*
Alex McIver, *Edinburgh*	*A,C,D,L,M,N,S*
Lorne Tietjen, *Woking*	*D,E,F,H,I,J,O*
Scott Houston, *Co. Antrim*	*D,F,I,K,L,N,R,S*

GOLD Club
complete 10 challenges

Gary Carney, *Newcastle-upon-Tyne*	*A,C,D,G,K,L,O,P,R,S*
Jonathan Bird, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Craig Silcocks, *Trowbridge*	*B,C,D,G,H,J,L,N,R,S*
Gary Brawn, *Cheshire*	*A,D,E,G,H,I,J,K,L,P*
Ben Wells, *Suffolk*	*C,E,G,I,J,N,O,P,Q,R*
Jamie Hobbs, *Thetford*	*A,D,E,J,K,M,N,P,R,S*
Chris Caufield and Sam Moorhouse, *Halifax*	*C,G,K,L,N,P,Q,R,S,T*

BRONZE Club
complete 3 challenges

Stefan Charles, *Dorchester*	*L,N,S*
Ben Cook, *Shoreham-by-Sea*	*D,L,R*
Chris Richards & Michael Petch, *Doncaster*	*C,K,S*
Lorenz Pasch, *London*	*B,L,P*
Damien Plumb, *Cambridge*	*L,N,P*
Jonathan Walker, *West Midlands*	*K,R,S*
Christopher Simon Davies, *Walsall*	*B,H,P*
William Clifton, *Newcastle-upon-Tyne*	*L,Q,S*
Anders Tonsberg, *Norway*	*L,P,S*
Christopher Fennelly, *London*	*L,R,S*
Matthew Wilkins, *Malmesbury*	*A,G,K*
Matthew Sexton, *Bedford*	*C,P,S*
Janne Kaitila, *Finland*	*D,R,S*
James McGuigan, *Co. Armagh*	*L,P,R*
Hedley Gabriel, *Essex*	*L,N,S*
James Talbot-Hammond, *Farnham*	*C,R,S*
Chris Lowe, *Tyne & Wear*	*A,L,R*
Morten Tronstad, *Norway*	*N,R,S*
Daniel McGarrigle, *Ireland*	*L,N,R*
Thomas Beesley, *Burton-on-Trent*	*C,R,S*
James Fowler, *Staffs*	*N,R,S*
Alexander Davies, *Wales*	*L,R,S*
Ciarán O'Mara, *Dublin*	*C,R,S*
Adam Bull, *Leeds*	*E,P,R*
Matthew Hart, *Holland*	*C,L,S*
Simon Hynard, *Norwich*	*C,P,R*
Michael Oakes, *Nantwich*	*C,Q,R*
Matt Swales, *Australia*	*L,P,R*
Stewart McIver, *Edinburgh*	*C,N,S*
Tara Tietjen, *Woking*	*F,H,I,J*
David Conroy, *Accrington*	*C,N,R,S*
Matthew Li Kam Wa, *Lancashire*	*C,F,L,S*
Ruben Larsen, *Norway*	*I,K,N,R*
Bent Eigil Sumelius, *Norway*	*A,B,C,H*
Sheldon Marsh, *Somerset*	*C,F,N,S*
Dylan Foale, *Devon*	*C,L,M,R*
Kasper Bruun, *Denmark*	*C,G,L,Q*
Justin Badger, *Wolverhampton*	*C,L,M,S*
Alicia Thompson, *Sheffield*	*A,B,C,L,O*
Chris Bartlett, *Kent*	*A,D,J,L,S*
Daniel Nolan, *London*	*K,L,P,R,S*
Simon Johanssen, *Sweden*	*A,E,L,N,P,R*
Richard Jenkins, *Scotland*	*B,C,H,K,L,R*
Christophe Zerathe and Thomas Grand, *London*	*I,K,L,P,R,S*
Riki Taylor, *New Zealand*	*C,I,K,N,R,S*
James McDermott, *Australia*	*C,G,L,N,Q,R*



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Club 64 DIRECTORY

So, where can you find the most up-to-date N64 games directory ever? Right here, that's where!

How it all works

NEW! *Yep, we reviewed some of the games in Directory over TWO years ago so, whilst they might have deserved their mark then, some of them have been superseded by newer games. Our Star Mark shows how we feel the game fares now. Out of five.*

It's now super-easy to see whether the game in question got a Star Game Award (85% or over). If it did, we recommend you buy it!

GRANNY THEFT AUTO 64

57% 3 Publisher ● Price ● No. of players ● rumble pak ● Type of save ● expansion pak ● Issue reviewed ● Reviewer (see opposite)



Controversy is the main selling point for this geriatric-based swearfest. You've never heard the air turned blue by a blue rinse before! Your gran won't complain – she'll just steal your car and use it to supplement her meagre pension. Trolley Bash mode is a gem.

TOP TIP *If you're in a tricky spot with the rozzers on your tail, don't forget you can play the ace card of declaring you "feel a bit tired" and taking a nap. Works a treat, that.*

NEW! *Information now includes whether a game uses a Rumble, Controller or Expansion Pak.*

Here we tell you whether you should buy the game or not, in a quick and informative fashion. You can rest assured, we know our games and we know how to tell if games are good.

For every Star Game, you'll also find a tip, packed like tuna into this nice and concise space. Handy as a bag lady!

Know your reviewer

JA	James Ashton
JD	Jonathan Davies
MH	Marcus Hawkins
TW	Tim Weaver
WO	Wil Overton
ZN	Zy Nicholson
JS	Jon Smith
JN	Jonathan Nash
JB	Jes Bickham
TT	Tim Tucker
ME	Max Everingham
JP	James Price
SJ	Steve Jarratt
MK	Martin Kitts
MG	Mark Green
DM	Dean Mortlock
OH	Oliver Hurley
AM	Alan Maddrell

HIGHLY RATED

The top five games in Directory. Masterpieces every one. Send in your charts if you disagree.



1 ZELDA 98%
2 PERFECT DARK 96%
3 MARIO 64 96%
4 TUROK 2 95%
5 GOLDENEYE 94%

UK Game releases

40 WINKS
71% 3 GT ● £55 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MK

Good-looking, professional but totally uninspired and only marginally enjoyable 3D adventure.

1080° SNOWBOARDING
89% 4 Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 21 ● MK



It takes a while to get into, but stick with it and that familiar Nintendo magic shines through.

TOP TIP *In Match race, beat the six courses on expert to unlock Deadly Falls.*

A BUG'S LIFE
31% 1 Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● JB

Absolutely awful 3D 'adventure'. Avoid like true evil itself.

AERO FIGHTERS ASSAULT
58% 1 Konami ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 16 ● MK

Good in spells, but flawed and disappointing at length. Feels realistic but is too dull, too often.

AERO GAUGE
10% 0 ASCII ● £55 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● MK

A real stinker of a *Wipeout* clone with pop-up, cheating opponents and terrible controls.

ALL-STAR BASEBALL
84% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● TW

A meticulously put together baseball sim, with hi-res graphics and ultra-detailed gameplay.

ALL-STAR BASEBALL 2000
68% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG

Not much of an update but still quite impressive.

ALL STAR TENNIS
68% 3 Ubi Soft ● £40 ● 1-4 players ● on cart ● Issue 26 ● MK

Schizophrenic tennis game that can't decide whether it wants to be sim or arcade.

ARMORINES
76% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 37 ● JB

Tonnes of potential, but let down by woeful visuals and peashooter-style weapons.

ARMY MEN: SARGE'S HEROES
67% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

A brilliant idea – toy soldiers fight it out – is let down by sloppy execution.

ASTEROIDS HYPER 64
53% 2 Crave ● £40 ● 1-4 players ● rumble pak ● on-cart ● Issue 38 ● JB

Dull and repetitive arcade update for retro enthusiasts only. Don't give it the time of day.

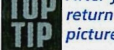
AUTOMOBILI LAMBORGHINI
67% 2 Titus ● £20 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TW

Not bad, just competent.

BANJO-KAZOOIE
92% 5 Nintendo/Rare ● £50 ● 1 player ● rumble pak ● on cart ● Issue 18 ● JA



Rare's mastery is once again demonstrated in this vast, stunningly beautiful *Mario*-alike.



TOP TIP *After you've drained the sandcastle in TTC, return to Banjo's house and look up at the picture of Bottles to play a puzzle game.*

BATTLETANX
74% 3 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 26 ● TW

Strangely compulsive multiplayer tank blaster.

BATTLETANX GLOBAL ASSAULT
81% 4 3DO ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 40 ● JB

Tremendous multiplayer shenanigans marred by a boring single-player game.

BATTLEZONE
73% 3 Crave ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Sprawling but slow, complex and uninvolving mix of *Command & Conquer* and *Quake*.

BEETLE ADVENTURE RACING
81% 4 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 27 ● MK

Squillions of shortcuts and stacks of detail.

BIO FREAKS
76% 3 GT ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA

Looks excellent but shallow gameplay.

BLAST CORPS

88% 5 Nintendo/Rare • £20 • 1 player • on cart • controller pak • Issue 5 • JS




One of the most original games on the N64, and one you're almost certain to enjoy.

TOP TIP *Re-enter a race after 'doing' it to race against your very own ghost.*

BODY HARVEST

91% 5 Gremlin • £20 • 1 player • rumble pak • on cart • Issue 22 • TW



Brilliant shoot-'em-up with stacks of bug-bashing, tonnes of vehicles and huge worlds.



TOP TIP *Start a game with your name as ICHEAT. Press Left-C, A, Top-C, Down on the D-pad, Right-C, Right on the D-pad to fly.*

BOMBERMAN 64

50% 1 Hudson/Nintendo • £20 • 1-4 players • on cart • Issue 8 • ZN

Tedious one-player mode and awful multiplayer.

BOMBERMAN HERO

66% 2 Nintendo • £40 • 1 player • rumble pak • on cart • Issue 21 • TW

Uninspiring 3D adventure, but compulsive at times. Up against *Banjo*, mind, it looks rubbish.

BUCK BUMBLE

70% 2 Ubi Soft • £50 • 1/2 players • rumble pak • controller pak • Issue 20 • JP

Dodgy graphics, unconvincing controls, but not the worst shoot-'em-up we've ever played.

BUST-A-MOVE 2

80% 4 Acclaim • £40 • 1/2 players • controller pak • Issue 17 • JA

One of the best puzzle games in the world, and certainly the finest so far on the N64.

BUST-A-MOVE 3

82% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 24 • MK

Bust-a-Move as it's always been, except for a simultaneous four-player mode. Recommended.

CARMAGEDDON 64

8% 0 SCi • £40 • 1/2 players • rumble pak • controller pak • Issue 36 • TW

This will violate your very soul with its shocking awfulness. Absolute dog turd.

CASTLEVANIA

81% 4 Konami • £40 • 1 player • rumble pak • controller pak • Issue 27 • JB

Learn to live with the ropey camera and the 3D *Castlevania* delivers shocks aplenty. Spook!

CASTLEVANIA LEGACY OF DARKNESS

75% 3 Konami • £40 • 1 player • rumble pak • controller pak • Issue 38 • JB

Revamped version of the original, with two new characters and extra levels.

CENTRE COURT TENNIS

67% 3 Hudson • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • TW

Not the tennis game we were hoping for. We still yearn for a 64-bit version of *Super Tennis*.

CHAMELEON TWIST

70% 2 Ocean • £40 • 1-4 players • on cart • Issue 10 • JD

Thrills and spills but it won't take you long to finish. The multiplayer game is okay, mind.

CHAMELEON TWIST 2

55% 1 Sunsoft • £40 • 1 player • controller pak • rumble pak • Issue 26 • MG

Unimaginative, short-lived platform dross. With no multiplayer it'll last you all of two hours.

CHARLIE BLAST'S TERRITORY

52% 3 Kemco • £35 • 1-4 Players • rumble pak • Issue 30 • MG

Creaky old Amiga game, *Bombuzal*, given a most basic tarting up with dodgy 3D graphics.

CHOPPER ATTACK

81% 3 GT • £50 • 1 player • rumble pak • on cart • Issue 20 • JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition. Top!

CLAYFIGHTER 63⅓

24% 0 Interplay • £20 • 1/2 players • on cart • Issue 9 • JB

As painful as a game where you have red hot needles shoved into your eyes. Very, very hard.

COMMAND & CONQUER

75% 3 Nintendo • £40 • 1 player • rumble pak • on cart • expansion pak • Issue 32 • TW

It's four years old on the PC and this conversion is nothing special. Good but never spectacular.

CRUIS'N USA

24% 0 Nintendo • £20 • 1 player • rumble pak • on cart • Issue 13 • TW

Dump. Less about driving, more a rule book on how to cock-up console games.

CRUIS'N WORLD

38% 0 Nintendo/Midway • £20 • 1-4 players • rumble pak • on cart • Issue 20 • TW

Why Nintendo put their name to this appalling sequel is a mystery of Area 51 proportions.

CYBERTIGER WOODS GOLF

72% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 40 • TW

Not-bad golf game, complete with wacky power-ups and rubbish control system.

DAIKATANA

67% 3 Kemco • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 41 • JB

Very average *Quake*-clone with RPG titbits.

DARK RIFT

69% 1 Vic Tokai • £20 • 1/2 players • on cart • Issue 9 • JD

Uninspiring special moves and similar characters. Nicely animated but, ultimately, really rather dull.

DESTRUCTION DERBY

65% 3 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Mind-meltingly simple, strangely compulsive, sometimes dull crash-'em-up.

DIDDY KONG RACING

90% 4 Nintendo/Rare • £40 • 1-4 players • rumble pak • on cart • Issue 10 • JA



A massive adventure mode and three different vehicles. Not quite as good as *MK* though.



TOP TIP *For a fast start, wait for the 'Get Ready' sign, then press the accelerator after it disappears and just before 'Go!'.*

DISNEY'S TARZAN

35% 1 Activision • £40 • 1 player • rumble pak • controller pak • Issue 40 • MK

2D platformer completely bereft of imagination, invention or any sense of fun. Utterly odious.

DONKEY KONG 64

93% 5 Rare • £60 (with exp pak) • 1-4 players • rumble pak • expansion pak • Issue 36 • MG



It's *Banjo-Kazooie+*, but it's still gaming at its greatest. An absolutely awesome adventure.

TOP TIP *Find all 20 banana fairies to activate all the cheats.*

DOOM 64

77% 2 GT • £25 • 1 player • controller pak • Issue 7 • JA

Solid and workman-like but, up against *Turok* and *GoldenEye*, it looks dreadfully old hat.

DUAL HEROES

50% 0 Bitwave/Hudson • £30 • 1/2 players • controller pak • Issue 17 • MK

Stashed full of innovative features, this is sadly ruined by some terrible AI. Shame, that.

DUKE NUKEM 64

85% 4 GT • £25 • 1-4 players • rumble pak • controller pak • Issue 10 • TW




A commendably violent and vastly enjoyable conversion. A brilliant multiplayer game as well.



TOP TIP *At the main menu, press Left, Left, L, L, Right, Right, Left, Left (using the D-pad and shoulder button) to enable the cheat menu.*

WRETCHED

The worst games you can buy. Take your money elsewhere if they tempt you from the shop shelf...

1. CARMAGEDDON 8%
2. MK MYTHOLOGIES 9%
3. AERO GAUGE 10%
4. SUPERMAN 14%
5. RAMPAGE 2 22% / GEX: DEEP COVER GECKO 22%



GO! GO!

WINNER!

Belgium's Dirk De Koker has great taste! Here's his five fave N64 issues. Superman (he asked for it...) is on its way.

1 

ISSUE 36

2 

ISSUE 42

3 

ISSUE 27

4 

ISSUE 24

5 

ISSUE 41

DUKE NUKEM: ZERO HOUR
90% 4 — GT ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 28 ● MG



A new third-person view, but the same great gameplay. Not perfect, but when it's good, it's *very* good.

TOP TIP *Decapitate the fire hydrants and drink the nutritious water therein.*

EARTHWORM JIM 3D
68% 3 — Virgin ● £40 ● 1 players controller pak ● rumble pak Issue 35 ● JB

It's Jim again, in 3D. Mediocre but enjoyably silly.

ECW HARDCORE REVOLUTION
80% 3 — Acclaim ● £40 ● 1-4 players controller pak ● rumble pak ● expansion pak ● Issue 39 ● MG

Fun rasslin', rubbish licence, dull characters.

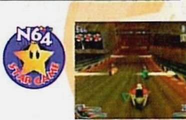
EXCITEBIKE 64
90% 5 — Nintendo ● £45 ● 1-4 players controller pak ● rumble pak ● Issue 43 ● MG



Tip-top motocross action, with sublime handling that takes a leaf from *Wave Race*'s book.

TOP TIP *Hold L, Right-C, Bottom-C and A on the main menu, then enter BLAHBLAH on the cheat menu for big heads.*

EXTREME G
87% 2 — Acclaim ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 9 ● TW



Impressive in its day with face-melting speed and beautiful tracks but somewhat displaced now.

TOP TIP *Enter your name as RA50 and quit a race – you'll keep your race position.*

EXTREME G2 (XG2)
85% 4 — Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 23 ● JB




XG2 is considerably easier to play, better to look at, and sports a vastly improved multiplayer.

TOP TIP *For all the bikes enter 3GP8ZKW76ZMW as a password.*

F1 POLE POSITION
71% 1 — Ubi Soft ● £25 ● 1 player ● controller pak ● Issue 7 ● JD

Good fun in places, but obvious flaws include horrendous pop-up and stop-dead banks.

F1 WORLD GP
93% 5 — Nintendo/Paradigm ● £30 ● 1/2 players ● rumble pak ● on cart ● Issue 20 ● JA




Astonishingly realistic, visually stunning racing sim that really shows off the N64's power.

TOP TIP *Select exhibition and change D. Williams' surname to Vacation to access the hot and fast Hawaii circuit.*

F1 WORLD GP 2
72% 3 — Nintendo ● £40 ● 1/2 players ● rumble pak ● on cart ● expansion pak ● Issue 32 ● JA

There's not enough new here.

FIFA 64
39% 0 — EA ● £25 ● 1-4 players ● controller pak ● Issue 2 ● TW

Like a rash. Only not as enjoyable.

FIFA '98
83% 2 — EA ● £30 ● 1-4 players ● controller pak ● Issue 10 ● TW

There's promise here. Not perfect, but better.

FIFA '99
83% 4 — EA ● £40 ● 1-4 players ● controller pak ● rumble pak Issue 26 ● TW

The best *FIFA* game yet. It's no *ISS '98* though.

FIGHTERS DESTINY
86% 4 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 13 ● JB




Gorgeous animation, likeable characters and a clever Master Challenge. In a very real sense our *Tekken*.



TOP TIP *Enter the Master Challenge with any character, beat everyone, and you'll be able to select the Master as a playable character.*

FIGHTING FORCE
26% 1 — Crave ● £40 ● 1/2 players rumble pak ● controller pak ● Issue 37 ● MG

Dreadful 3D *Final Fight* rip-off.

FLYING DRAGON
73% 2 — Interplay ● £40 ● 1/2 players controller pak ● rumble pak Issue 27 ● TW

Fairly enjoyable but instantly forgettable.

FORSAKEN
87% 4 — Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 16 ● MK




A fabulous *Descent*-style shoot-'em-up with great lighting and visuals. Weak multiplayer, though.

TOP TIP *Press A, R, Z, Up on the D-pad, Top-C, Bottom-C, Bottom-C at the Start.*

F-ZERO X
91% 5 — Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● JP




The fastest racer on earth, and one of the most exhilarating four-player games you can buy.

TOP TIP *Complete all cups on all levels to access a random track generator.*

GASP!!
47% 1 — Konami ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● TW

We sprang out and punched it in the face.

GAUNTLET LEGENDS
81% 4 — Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Enjoyable update of creaky old classic. T'rific in multiplayer, dull on your own.

GEX DEEP COVER GECKO
22% 0 — Crave ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 36 ● MK

Another turgid Gex 'game' strikes like a nasty case of shingles. Leave it to die.

GEX 64 ENTER THE GECKO
59% 1 — GT ● £50 ● 1 player ● rumble pak ● controller pak ● Issue 21 ● JP

This rough-around-the-edges 3D platformer isn't so much dreadful as painfully average.

GLOVER
83% 4 — Hasbro ● £50 ● 1 player ● rumble pak ● on cart ● Issue 21 ● MK

An inspired, superbly odd idea turns out to be a stonking, but hard, 3D adventure.

GOEMON 2
69% 3 — Konami ● £40 ● 1/2 player ● rumble pak ● on cart ● Issue 29 ● JB

After the excellent *Mystical Ninja* 3D adventure, Goemon steps back to the days of the SNES for this average 2D platform romp. Disappointing.

GOLDENEYE 007
94% 5 — Nintendo/Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 9 ● TW



Brilliant levels and scenery and a perfectly judged difficulty curve. About as good as it gets.

TOP TIP *We've had tips and tricks for this game in just about every issue since it was released. Check out N64/12 and 14 in particular.*

GT 64
67% 1 — Ocean ● £50 ● 1/2 players ● rumble pak ● controller pak ● Issue 17 ● TW

Handles well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for.

HEXEN
69% 1 — Midway ● £30 ● 1-4 players ● controller pak ● Issue 5 ● JD

Fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

HOLY MAGIC CENTURY
71% 3 — Konami ● £50 ● 1 player ● controller pak ● Issue 23 ● MG

RPG which could have been better but for the tedious random battles and Americanised plot.

HOT WHEELS
61% 3 — EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● JB

Big jumps, big speeds, big action! Er, well, sort of. Fun for a while at least.

HYBRID HEAVEN

83% 4 Konami ● £40 ● 1 player ● rumble pak ● controller pak ● expansion pak ● Issue 33 ● JB

Niggly sci-fi RPG, but a superb story and ingenious battle system pull it through.

HYDRO THUNDER

84% 4 Midway ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 39 ● JB

Fantastic sub-*Wave Race* water racer.

IGGY'S RECKIN' BALLS

56% 1 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK

Push Left or Right and watch the CPU opponents win every time. As dull as Chris Tarrant.

IN-FISHERMAN BASS HUNTER 64

67% 3 Take 2 ● £40 ● 1 player ● rumble pak ● on cart ● Issue 34 ● JB

A comprehensive package of all things angling.

INTERNATIONAL TRACK & FIELD 2000

86% 4 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 41 ● JB




Impressive update of the Olympic button-basher, with superb graphics and finger-knacking gameplay.



TOP TIP *To avoid hand injury, wrap a velcro wallet around your hand and rub the buttons with your palm.*

ISS 64

92% 4 Konami ● £30 ● 1-4 players ● rumble pak ● controller pak ● Issue 41 ● JB




An almost flawless game which could only have been bettered with the addition of real teams.



TOP TIP *Super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start.*

ISS '98

92% 5 Konami ● £40 ● 1-4 players ● controller pak ● Issue 20 ● MK




Enhanced and updated and, now more than ever, the finest football game in the world.



TOP TIP *Bonus teams: At the Start screen press Up, Top-C, Up, Top-C, Down, Bottom-C, Down, Bottom-C, Left, Left-C, Right, Right-C, Left, Left-C, Right, Right-C, B, A, hold Z and Start.*

JEREMY MCGRATH SUPERCROSS

53% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● TW

"As uninteresting as Anne Robinson." 'Nuff said.

JET FORCE GEMINI

93% 5 Rare ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 34 ● MK




Wondrous marriage of stunning looks, hectic blasting and deep gameplay. Rare at their best – again.

TOP TIP *You can pick up dead drone ammo and use it to replenish both the Plasma Shotgun and the Machine Gun. Handy, no?*

KILLER INSTINCT

62% 2 Nintendo/Rare ● £20 ● 1/2 players ● controller pak ● Issue 3 ● MH

Great in its time, but who wants a 2D beat-'em-up in the light of *Tekken* and even *MK4*?

KNOCKOUT KINGS 2000

82% 3 EA ● £30 ● 1/2 players ● controller pak ● rumble pak ● Issue 35 ● TW

Unexpectedly entertaining boxing sim, complete with Mohammed Ali and create-a-player.

KNIFE EDGE

42% 2 Nintendo ● £30 ● 1-4 players ● on cart ● rumble pak ● Issue 24 ● JA

A light gun game when there isn't one. Dull.

LEGEND OF ZELDA

98% 5 Nintendo ● £50 ● 1 player ● rumble pak ● on cart ● Issue 24 ● JB




Simply the greatest game ever created. Utterly amazing. This *must* be one of your Desert Island Carts.

TOP TIP *Check out N64/24 for a guide on how to complete the first dungeon.*

LEGO RACERS

70% 3 Lego Media ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 36 ● MK

Highly original *Mario Kart* clone with some nice ideas. Shame about the handling.

LODE RUNNER 3D

70% 3 Infogrames ● £40 ● 1 player ● on cart ● rumble pak ● Issue 29 ● JB

A retro puzzler with gameplay unchanged since the Commodore 64. There's plenty of it too.

LYLAT WARS

91% 5 Nintendo ● £30 ● 1-4 players ● rumble pak ● on cart ● Issue 8 ● JN



Not as perfect as it could've been (it needed a level select) but another tour-de-force for Shigsy.

TOP TIP *Achieve gold on all levels for the four-player Tank and Expert modes.*

MACE: THE DARK AGE

81% 3 GT ● £30 ● 1/2 players ● on cart ● Issue 9 ● JB

A highly competent fighter that'll tide you over 'til Capcom arrive on the scene.

MADDEN 64

92% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT




The first 64-bit outing for the *Madden* series is a great success but it looks a bit dated compared to *NFL 99*.

TOP TIP *Madden super team: at the create player screen type AT(space)Madden.*

MADDEN NFL '99

88% 5 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 23 ● MK



This hi-res version plays just as well and also has a play editor, a practice mode and lots of new options.

TOP TIP *Hidden team codes: THROWBACK, HAMMERHEAD, INTHEGAME.*

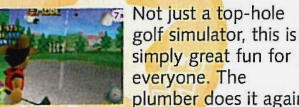
MAGICAL TETRIS CHALLENGE

51% 2 Activision ● £40 ● 1/2 players ● rumble pak ● on cart ● Issue 34 ● JB

Contemptible attempt to update *Tetris* with rubbish new shapes. Avoid, please.

MARIO GOLF

90% 5 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● GB pak ● Issue 34 ● MK

Not just a top-hole golf simulator, this is simply great fun for everyone. The plumber does it again.

TOP TIP *Get all 108 birdie badges and play as Terminator Mario.*

MARIO KART 64

91% 5 Nintendo ● £30 ● 1-4 players ● controller pak ● on cart ● Issue 4 ● JD

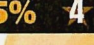


A fab multiplayer and you'll still be racing the one-player tracks long after you've beaten them.

TOP TIP *Accelerate just before the light turns green for a super-fast start.*

MARIO PARTY

85% 4 Nintendo ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 27 ● JN




Book an evening off, get some friends together and you'll have the most outrageous fun. Yup.

TOP TIP *Eternal Star: complete all boards, earn 100 stars and visit the bank.*

MARIO PARTY 2

87% 4 Nintendo ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 42 ● MG

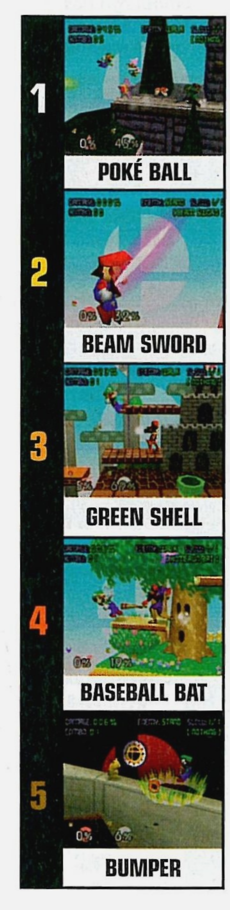


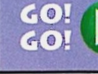

Not much fun on your own, but find three friends and your in for one hell of a party.

TOP TIP *Press L while on a board to hear your character cheer.*

SMASHING BASHERS!

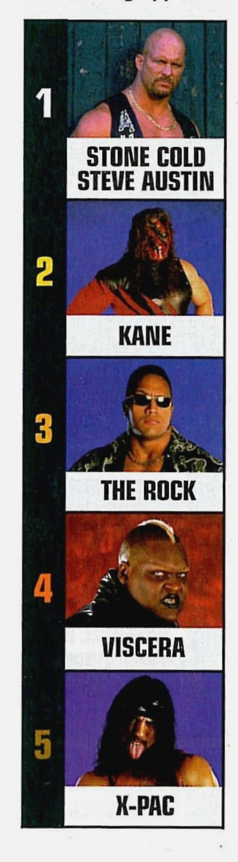
Pete Taylor from Merseyside is a Smash Bros *fan. So much so, in fact, he's sent us his top five* Smash Bros *weapons.*





TOP GRAPPLERS!

You're all clamouring for a new wrestling title and No Mercy's on its way, but to kill some time, Graham Unwin from Edinburgh has compiled a list of his favourite grapplers.



MICHAEL OWEN'S WLS 2000

84% 4 THQ ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 33 ● MK

Silky smooth, goal-drenched football game, with real league teams. No *ISS*, mind.

MICRO MACHINES 64 TURBO

86% 4 Codemasters ● £40 ● 1-8 players ● rumble pak ● controller pak ● Issue 25 ● JB



Classic multiplayer action for up to eight miniature racing fans sharing four controllers.

TOP TIP *Don't take the shortcuts. Try to veer off the track and you blow up.*

MILO'S ASTRO LANES

38% 0 Interplay ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 26 ● TW

'Stunningly dull'. Give it a miss.

MISCHIEF MAKERS

90% 4 Nintendo/Treasure ● £40 ● 1 player ● on cart ● Issue 8 ● JB



It's retro but it's totally rewarding. A perfect example of how to do 2D on the N64.

TOP TIP *Check out our extensive guide in N64/12. You won't regret it. Nosiree.*

MISSION: IMPOSSIBLE

75% 3 Infogrames ● £40 ● 1 player ● rumble pak ● on cart ● Issue 19 ● TW

Horrendous AI, clunky engine and bad controls.

MK MYTHOLOGIES

9% 0 GT ● £Too much ● 1 player ● rumble pak ● controller pak ● Issue 11 ● JD

This could only be less enjoyable if it squirted sulphuric acid into your face.

MONACO GRAND PRIX

87% 4 Ubi Soft ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 27 ● JB





Not as deep or complex as Paradigm's *F1 WGP*, but a tyre-squealingly good game all the same.

TOP TIP *Remember to use your brakes on the corners!*

MONSTER TRUCK MADNESS

66% 2 Take 2 ● £40 ● 1/2 players ● rumble pak ● Issue 33 ● JB

Okay-ish conversion of knackered old PC game.

MORTAL KOMBAT 4

84% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 20 ● JP

The best version of *MK* yet.

MORTAL KOMBAT TRILOGY

34% 1 GT ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 1 ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it.

MULTI RACING CHAMPIONSHIP

71% 2 Ocean/Imagineer ● £30 ● 1/2 players ● controller pak ● Issue 8 ● JD

The conversion job has done it no favours.

MYSTICAL NINJA

90% 4 Konami ● £50 ● 1 player ● controller pak ● Issue 14 ● TW





With plenty to do, this sprawling, enjoyable adventure tries really hard to square up to *Mario*.

TOP TIP *If you're short of coins remember the pots regenerate if you go out the room and then come back in again.*

NAGANO WINTER OLYMPICS

32% 1 Konami ● £45 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all extremely boring.

NASCAR '99

59% 1 EA ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 23 ● MG

A tedious slog round a succession of oval tracks. Kind of like spinning round on a swivel chair.

NBA COURTSIDE

90% 4 Nintendo ● £20 ● 1-4 players ● rumble pak ● controller pak ● on cart ● Issue 18 ● MK



Fluid gameplay, sharp graphics and a simple control system make this the best basketball game ever.

TOP TIP *Hold L while selecting a pre-season game to access the secret teams.*

NBA HANGTIME

52% 1 GT ● £25 ● 1-4 players ● on cart ● Issue 6 ● JS

Two-on-two basketball gets very boring.

NBA IN THE ZONE 2000

69% 3 Konami ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 44 ● AM

Competent, but not as good as *NBA Courtside 2*.

NBA JAM '99

83% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● MG

Not *quite* up to the standard of *NBA Courtside*.

NBA JAM 2000

80% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 37 ● MK

Smooth passing and a top create-a-player.

NBA LIVE '99

64% 2 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

The poor man's basketball game.

NBA LIVE 2000

65% 3 EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 38 ● MK

Huge and difficult basketball game starring Michael Jordan. One for the fans.

NBA PRO '98

71% 2 Konami ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 14 ● JP

An enjoyable multiplayer and lots of options.

NBA PRO '99

52% 2 Konami ● £40 ● 1-4 players ● controller pak ● Issue 27 ● JP

Painfully average.

NFL BLITZ

87% 4 GT ● £45 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● MK





Arcade-style American football. Fast play with plenty of scraps and a customisable editor.

TOP TIP *At the Matchup screen, tap in 2-0-3-Right for Big Head mode.*

NFL QUARTERBACK CLUB '98

86% 3 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 10 ● TT



It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists.

TOP TIP *Check out our five-page guide to Yank-thrashing in N64/12.*

NFL QBC '99

90% 5 Acclaim ● £40 ● 1-4 players ● rumble pak ● expansion pak ● Issue 23 ● MK



Incredibly realistic American footie sim featuring the best motion-captured animation ever seen.

TOP TIP *For fat players, enter MRSHMLLW. For constant injuries enter HSPTL.*

NFL QBC 2000

60% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MK

Duff update. Stick with last year's version.

NHL '99

74% 4 EA ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 22 ● JP

Good but not great. Buy *Wayne Gretzky* instead.

NHL BREAKAWAY

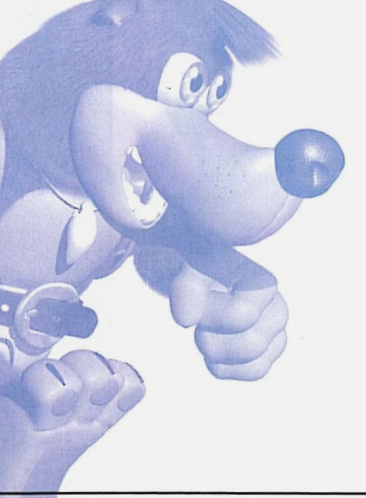
62% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● on cart ● Issue 14 ● DM

Little excitement, nowt original. *Gretzky*'s better.

NHL BREAKAWAY '99

64% 2 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 24 ● JB

Mildly diverting hockey sim: can't touch *Gretzky*.



NHL PRO '99
52% 2
Konami • £40 • 1-4 players • controller pak • Issue 27 • JP

An above-average slice of ice-based hockey.

NUCLEAR STRIKE
82% 4
THQ • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 39 • MK

Top notch update of classic 'copter game, with lashings of great missions.

OLYMPIC HOCKEY
60% 1
GT • £25 • 1-4 players • controller pak • Issue 15 • MK

Cheap, cynical cash-in on a sporting non-event.

OPERATION WINBACK
83% 4
Virgin • £40 • 1-4 players • rumble pak • controller pak • Issue 41 • MK

Looks a bit ropey but full of stealth. Plays like a combination of *GoldenEye* and *Metal Gear Solid*.

PAPERBOY
62% 2
Midway • £40 • 1 player • rumble pak • controller pak • Issue 36 • MK

Pleasant enough rendition of a simple classic, but you'll complete it in minutes.

PENNY RACERS
58% 2
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 25 • MK

Slow and boring, even when it speeds up. Dump.

PERFECT DARK
96% 5
Rare • £50 • 1-4 players • rumble pak • controller pak • on cart • expansion pak • transfer pak • Issue 42 • MK




Absolutely stunning. If you had to choose just one game for your N64, this would be it. Unmissable.

TOP TIP *For small characters complete Area 51: Infiltration*

PGA EUROPEAN TOUR GOLF
80% 4
Infogrames • £40 • 1-4 players • rumble pak • on cart • Issue 38 • MK

Looks dodgy but plays a very solid game. Serious golf fans should check it out.

PILOTWINGS 64
89% 5
Nintendo • £20 • 1 player • on cart • Issue 1 • TW




A supreme example of how to harness the N64's immense potential. Absolutely stunning visuals.



TOP TIP *The 4 Birdman Stars are hidden in New York's park, inside Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday island.*

POKÉMON STADIUM
90% 5
Nintendo • £50 • 1-4 players • rumble pak • on cart • includes transfer pak • Issue 41 • MG




Download your GB Pokémon to your N64, and battle them in glorious 3D. Tremendous fun.

TOP TIP *To battle with Mewtwo, beat the Gym Leader Castle and get trophies in all 10 tournaments in Stadium Mode. Beat Mewtwo and you unlock a new game mode.*

PREMIER MANAGER 64
82% 4
Gremlin • £40 • 1 player • on cart • Issue 31 • TW

By no means perfect but at times it's compelling and as the N64's only footie management sim, we have to recommend it.

QUAKE 64
79% 3
GT • £25 • 1/2 players • rumble pak • controller pak • Issue 15 • JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood.

QUAKE II
90% 4
Activision • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 32 • MG




The one-player game is a little outdated but the multiplayer game is absolutely stunning.

TOP TIP *For extra costume colours enter S3TC 0OLC 0L0R S??? as a password.*

RAINBOW SIX
87% 4
Take 2 • £40 • 1/2 players • rumble pak • controller pak • Issue 35 • TW




Complex, hard-as-nails stealth-'em-up with one-shot kills and tactical planning. Ace!



TOP TIP *Throw Flashbangs round corners to stun any waiting enemies. Then shoot them while they're incapacitated.*

RAKUGA KIDS
80% 4
Konami • £40 • 1/2 players • rumble pak • on cart • Issue 22 • MK

The most adorable characters in the world scrap it out in this 2D graffiti-'em-up.

RAMPAGE WORLD TOUR
54% 1
GT • £45 • 1-3 players • controller pak • Issue 16 • MK

This conversion of the age-old arcade classic is fun but, ultimately, it's expensive and limited.

RAMPAGE 2 UNIVERSAL TOUR
22% 0
Midway • £40 • 1-3 players • rumble pak • controller pak • Issue 29 • MK

Utterly rancid arcade yawn-fest. One of the most tedious games you could waste your money on.

RAT ATTACK
70% 3
Mindscape • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Simple, well executed puzzle-'em-up, with cats trying to catch rats. And that's it.

RAYMAN 2
73% 3
Ubi Soft • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 35 • MG

Another armless and unlovable Ubi Soft character stars in another below-par *Mario* clone.

READY 2 RUMBLE
81% 3
Midway • £40 • 1/2 players • rumble pak • controller pak • Issue 37 • MG

Ploddy but enjoyably cartoony boxing romp.

RESIDENT EVIL 2
90% 4
Virgin • £40 • 1 player • rumble pak • expansion pak • Issue 36 • MG



Super-scary, if shortlived, zombie finery. Looks the absolute business in hi-res.

TOP TIP *Kill the zombie near the police station for extra costumes.*

RE-VOLT
73% 3
Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 33 • MG

Better-than-average racing game.

RIDGE RACER 64
91% 5
Nintendo • £40 • 1-4 players • rumble pak • on cart • Issue 40 • MG




Stunning greatest hits package of the PlayStation games, topped with some exclusive N64 extras.

TOP TIP *Keep the rev counter between 6,000 and 7,000 for a speed start.*

ROAD RASH 64
68% 3
THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • JB

Solid, entertaining but unspectacular.

ROADSTERS
80% 4
Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Not perfect, but quick. Great.

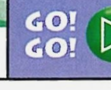
ROBOTRON 64
75% 2
GT • £50 • 1/2 players • controller pak • Issue 12 • JN

An entertaining update of the arcade game.

NICE PAIR!

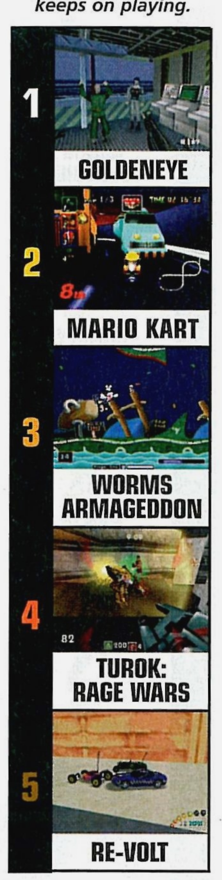
Some great double acts crop up in N64 titles and Ben Williams from Exeter has sent us his five favourite teamed-up twosomes.

1. MARIO AND LUIGI
2. DONKEY AND DIDDY
3. BANJO AND KAZOOIE
4. LINK AND NAVI
5. GOEMON AND EBISUMARU



LONG LIFE!

The best games are the ones we keep on coming back to. Jonathan Maidment from Malmesbury has put together a list of the games he just keeps on playing.



ROCKET: ROBOT ON WHEELS

88% 4 Ubi Soft • £40 • 1 player • rumble pak • controller pak • Issue 36 • JB



The most original, inventive 3D platformer you'll play in a long time. Top grade.

TOP TIP *Collect Tinker Tokens and Tinker will give you new special abilities.*

ROGUE SQUADRON

85% 4 Lucas Arts • £50 • 1 player • on cart • rumble pak • expansion pak • Issue 25 • TW



Rattlingly good Star Wars combat flight game, with incredibly effective 3D sound and great graphics.

TOP TIP *Type in IGIVEUP to obtain a handy amount of lives – an infinite supply!*

RUGRATS TREASURE HUNT

48% 1 THQ • £40 • 1-4 players • rumble pak • controller pak • Issue 33 • MG

Dire rip-off of *Mario Party*. Crud.

RUSH 2 EXTREME RACING USA

73% 4 GT • £40 • 1/2 players • rumble pak • controller pak • Issue 24 • TW

You'll either love it or hate it.

SAN FRANCISCO RUSH

82% 3 GT • £25 • 1/2 players • rumble pak • controller pak • Issue 11 • TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups and tonnes of explosions.

SCARS

79% 3 Ubi Soft • £40 • 1-4 players • rumble pak • controller pak • Issue 23 • MK

Kind of like a futuristic version of *Mario Kart* but there are several better alternatives out there.

SHADOWGATE 64

43% 2 Kemco • £40 • 1 player • rumble pak • controller pak • Issue 31 • JB

An old-school RPG that'll see you drifting into a deep slumber after about 20 minutes of play.

SHADOWMAN

93% 5 Acclaim • £40 • 1 player • rumble pak • controller pak • expansion pak • Issue 32 • JB



Vast, believable worlds, a superb plot, serial killers and a dash of voodoo magic. Unmissable.

TOP TIP *Once you've collected 100 Cadeaux, deposit them in the Temple of Life (in the Wasteland) for extra health.*

SHADOWS OF THE EMPIRE

78% 3 Nintendo/LucasArts • £40 • 1 player • on cart • Issue 1 • JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits.

SILICON VALLEY

91% 5 Take 2 • £50 • 1 player • on cart • Issue 22 • MK




The most original console game ever. A breathtakingly clever and supremely playable platformer.



TOP TIP *On the 'monkey swinging' section on Jungle Doldrums, push Jump twice and you get extra distance on your leap. Handy!*

SNOWBOARD KIDS

86% 4 Nintendo/Atlus • £30 • 1-4 players • rumble pak • controller pak • Issue 14 • JA



Mario Kart on ice. Technically a little ragged but still great fun. Check out the multiplayer!



TOP TIP *On a long straight, hold jump for about five seconds to get a speed boost (your character will say 'yeah' if it's worked).*

SOUTH PARK

73% 3 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 25 • JA

Monotonous and basic first-person shooter.

SOUTH PARK: CHEF'S LUV SHACK

83% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • Issue 36 • TW

Genuinely amusing *Mario Party* rip-off.

SOUTH PARK RALLY

88% 4 Acclaim • £40 • 1-4 players • rumble pak • controller pak • expansion pak • Issue 38 • MG




Missions, computer bots and every South Park character you can think of. Great stuff!

TOP TIP *Search Gayworld to dig out handy Mr Hanky Poo power-ups.*

STARSHOT SPACE CIRCUS FEVER

68% 2 Infogrames • £40 • 1 player • rumble pak • on cart • Issue 22 • JP

A 3D platformer that's been pre-dated by *Banjo*.

STAR WARS EPISODE 1: RACER

88% 5 Nintendo • £50 • 1/2 players • rumble pak • on cart • expansion pak • Issue 30 • MK



Blindingly fast future racer, with the kind of atmosphere you can only get in Star Wars games.

TOP TIP *Hold Z when selecting Start Game to see your racer trading insults.*

SUPERCROSS 2000

76% 3 EA • £40 • 1/2 players • rumble pak • controller pak • Issue 39 • JB

More-than-passable bike sim.

SUPERMAN

14% 0 Titus • £40 • 1-4 players • rumble pak • controller pak • Issue 31 • TW

DO NOT, repeat, DO NOT buy this.

SUPER MARIO 64

96% 5 Nintendo • £50 • 1 player • on cart • Issue 1 • ZN




Everything that's made previous *Mario* titles great, fleshed out into 3D. Second only to *Zelda*.

TOP TIP *Sideflip and press A and B at the same time to make Mario belly flop.*

SUPER SMASH BROS

90% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 36 • MG




Beatifully playable, totally original Nintendo platform beat-'em-up. Smasher.

TOP TIP *To pull off the super-useful Triple Jump, press Up twice, then Up and B.*

TAZ EXPRESS

27% 1 Infogrames • £40 • 1 player • on cart • Issue 43 • AM

Utterly hateful. Only slightly more involving than a Kevin Bacon convention, and just as ugly.

TETRISPHERE

69% 3 Nintendo • £20 • 1/2 players • controller pak • Issue 13 • SJ

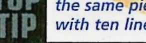
Confusing, complicated and frustrating.

THE NEW TETRIS

88% 5 Nintendo • £40 • 1-4 players • rumble pak • Issue 33 • MK




At last! The definitive non-GB *Tetris* game. Superb music, ace four-player ents.



TOP TIP *Go for the gold blocks by placing four of the same pieces together. You're awarded with ten lines for every line you get rid of.*

TONIC TROUBLE

55% 2 Ubi Soft • £40 • 1 player • controller pak • rumble pak • Issue 33 • MG

Occasionally fun, but more often dull and remarkably uninspired 3D platformer.

TONY HAWK'S SKATEBOARDING

86% 4 Activision • £40 • 1/2 players • rumble pak • controller pak • expansion pak • Issue 41 • MK



Very playable skateboard sim with the emphasis on tremendous stuntwork.

TOP TIP *For a 10x trick multiplier, hold L at the pause menu and hit: Down, Right, Up, Right, Up, Left, Left-C.*

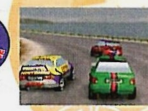
TOP GEAR OVERDRIVE

79% 3 Nintendo • £45 • 1/4 players • rumble pak • expansion pak • on cart • Issue 24 • TW

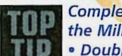
Arcade-standard visuals adorn a racer that you so desperately want to love... but just can't.

TOP GEAR RALLY

86% **4** Nintendo/Boss ● £40 ● 1/2 players ● controller pak ● Issue 8 ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks.



TOP TIP *Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. • Double Game Guided on N64/18.*

TOP GEAR RALLY 2

90% **5** Kemco ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 38 ● JB




Brilliant rally game with arcade handling. There's even a random track generator.

TOP TIP *Stick with your chosen team for as long as possible to get the best possible upgrades.*

TOY STORY 2

71% **3** Activision ● £40 ● 1 player ● rumble pak ● controller pak ● Issue 39 ● TW

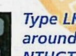
Surprisingly good 3D platformer, with fun levels and sturdy puzzles.

TUROK DINOSAUR HUNTER

91% **4** Acclaim ● £30 ● 1 player ● controller pak ● Issue 1 ● TW




Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. Fantastic!



TOP TIP *Type LKMBRD and use L and R to fly around the level. • Type NTHGTHDGDCRTDTRK for all cheats.*

TUROK 2: SEEDS OF EVIL

95% **5** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 21 ● TW




A breathtaking follow-up to a superb original. Alongside *Zelda*, an essential purchase.

TOP TIP *Enter BEWAREOBLIVIONISATHAND for access to all the in-game cheats.*

TUROK: RAGE WARS

87% **4** Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 35 ● MG




The third *Turok* proves to be an immensely enjoyable deathmatch-based shooter.

TOP TIP *Search lava pits for goodies. Keep an eye on your health, though.*

TWISTED EDGE

60% **2** Nintendo ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 24 ● TW

An amateur snowboarding outing. Just competent.

VIGILANTE 8

74% **3** Activision ● £40 ● 1-4 players ● controller pak ● expansion pak ● Issue 28 ● JB

Average *Twisted Metal* clone.

VIGILANTE 8 SECOND OFFENCE

69% **3** Activision ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 40 ● JB

Polished-looking but ultimately tedious update of last year's original.

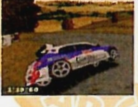
VIRTUAL POOL 64

77% **4** Interplay ● £40 ● 1/2 players ● controller pak ● Issue 26 ● MG

Surprisingly playable pool sim.

V-RALLY 99

90% **5** Infogrames ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 22 ● JA

Finally, the N64 gets an 'arcade' racer to compete with the PSX's best. Fast and furious, this is terrific.

TOP TIP *Score 100% in Arcade mode to get access to two sets of secret cars.*

WAIALAE COUNTRY CLUB GOLF

49% **1** Nintendo ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 21 ● TW

It's golf, but golf that looks like it's been through a meat processor.

WAR GODS

46% **0** GT ● £25 ● 1/2 players ● No backup ● Issue 7 ● JB

Once you've sampled all the character's delights, and the silly moves, the novelty soon dissipates.

WAVE RACE 64

90% **5** Nintendo ● £30 ● 1/2 players ● on cart ● Issue 2 ● ZN




Thoroughly realistic water effects and a scintillating two-player make this just as fun as *MK64*.



TOP TIP *To race in the alternate colours, press up on the analogue while selecting your character. • DGG + no. 3 with issue 14.*

WAYNE GRETZKY'S 3D HOCKEY

75% **3** GT ● £25 ● 1-4 players ● controller pak ● Issue 6 ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat.

WAYNE GRETZKY'S 3D HOCKEY '98

70% **3** GT ● £25 ● 1-4 players ● controller pak ● Issue 16 ● MK

When all's done and dusted, is it really different enough to warrant buying? No.

WCW MAYHEM

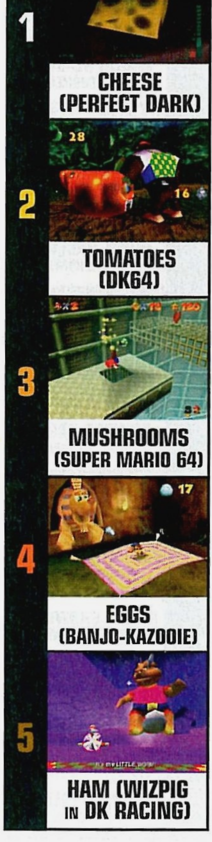
78% **3** EA ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● MG

EA's first WCW game is lightning quick, but disappointingly lacking in moves.



PERFECT PIZZA!

Here's a strange one. Dorothy and Susie Chandler from Beckington have sent in a list of their top five N64-related pizza toppings?!



1. CHEESE (PERFECT DARK)
2. TOMATOES (DK64)
3. MUSHROOMS (SUPER MARIO 64)
4. EGGS (BANJO-KAZOOIE)
5. HAM (WIZPIG IN DK RACING)

GO! GO!

Club 64 DIRECTORY readers' top five

cut out and send

WIN!

An N64 game of your choice!

The reader with the best and most original chart wins an N64 game of their choice.

Send your completed form to: **N64** Directory Charts, **N64** Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

REMEMBER! Your top five can be anything: your top five favourite games, your top five favourite death scenes, your top five favourite winter games, your top five favourite racing games, *anything* at all. Be creative!

My Top Five.......................................
....are:

1. ....
2. ....
3. ....
4. ....
5. ....

Name ....

Address ....

Postcode ....

Game wanted ....

MOTORING MEMORIES

Mario Kart – it's a classic. Here's Scott Lowther from London's magical Mario Kart moments…

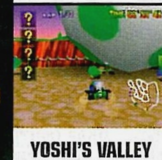
1 
WARIO STADIUM (LAST CORNER)

2 
ROYAL RACEWAY (THE BRIDGE)

3 

BOWSER CASTLE (DOWN THE STAIRS)

4 
FRAPPE SNOWLAND (DODGING SNOWMEN)

5 
YOSHI'S VALLEY (THE BIG EGG)

WCW/NWO REVENGE

75% 3 THQ ● £50 ● 1-4 players ● rumble pak ● on cart ● Issue 22 ● MG

Plenty of new characters and faster gameplay, but nowhere near as good as *WWF Warzone*.

WCW vs NWO WORLD TOUR

70% 2 THQ ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 12 ● TW

A perfectly acceptable, technically solid beat-'em-up. Not quite *Tekken*, though.

WETRIX

74% 3 Ocean ● £30 ● 1/2 players ● controller pak ● Issue 15 ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains.

WIPEOUT 64

88% 5 Midway ● £45 ● 1-4 players ● rumble pak ● on cart ● Issue 23 ● TW



The trendiest future racer around finds its natural home on the N64. Looks and sounds terrific.



TOP TIP *Using the airbrakes on gentle corners can flip your craft out of control, so save them for the tightest of turns.*

WORLD CUP '98

73% 2 EA ● £40 ● 1/4 players ● controller pak ● Issue 16 ● JA

Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

WORLD DRIVER

91% 5 Midway/Boss ● £40 ● 1/2 players ● rumble pak ● controller pak ● Issue 32 ● JB




It might take you a while to get into but this is superb, with stunning visuals and well designed tracks.

TOP TIP *Change car colour: press Z at the car select screen. See* **N64** */34 for more.*

WORMS ARMAGEDDON

85% 4 Infogrames ● £40 ● 1-4 players rumble pak ● controller pak ● Issue 36 ● MK



A brilliant conversion of the PC original, with fab multiplayer and random landscapes.

TOP TIP *Complete training and one-player missions for new multiplayer options.*

WWF ATTITUDE

88% 4 Acclaim ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 32 ● MG




The closest you'll get to real wrestling on your N64. Check out the create-a-player mode – it's hilarious.



TOP TIP *For extra costumes in create-a-player, win a WWF title as Mankind in challenge or career mode under normal or hard difficulty.*

WWF WARZONE

85% 4 Acclaim ● £50 ● 1-4 players ● rumble pak ● controller pak ● Issue 19 ● MK



A fantastic fat-fest with hi-res visuals, plenty of fighters, TV-chucking and a fab create-a-player mode.



TOP TIP *On the character biography screens, push down on the analogue to select the wrestlers' alternative uniforms.*

WWF WRESTLEMANIA 2000

90% 5 THQ ● £40 ● 1-4 players ● rumble pak ● controller pak ● Issue 36 ● OH




The best wrestling game yet. Playable, comprehensive and a mighty good larf too!

TOP TIP *When you pick up a weapon, slide back into the ring to keep it.*

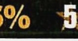
XENA WARRIOR PRINCESS

81% 4 Titus ● £40 ● 1-4 players ● rumble pak ● controller pak ● expansion pak ● Issue 36 ● MG

Fast-paced, four-player beat-'em-up.

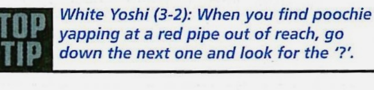
YOSHI'S STORY

86% 5 Nintendo ● £40 ● 1 player ● rumble pak ● on cart ● Issue 15 ● TW





Surprisingly, a Nintendo game that lacks longevity. But it's amazing to play and beautiful too.



TOP TIP *White Yoshi (3-2): When you find poochie yapping at a red pipe out of reach, go down the next one and look for the '?'.*

Import releases
(not yet released in UK)

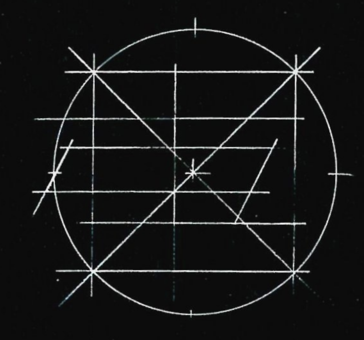
64 O-SUMO Bottom Up ● 1/2 players ● Issue 11 ● ME	90%	4
AIR BOARDER 64 Human ● 1/2 players ● Issue 16 ● TW	62%	2
ALL STAR BASEBALL 2001 Acclaim ● 1-4 players ● Issue 44 ● AM	81%	4
AUGUSTA MASTERS '98 T&E Soft ● 1-4 players ● Issue 14 ● JP	40%	1
BANGAIO Treasure ● 1 player ● Issue 36 ● MK	84%	4
BOMBERMAN D-DAMAN Hudson ● 1 player ● Issue 20 ● JP	23%	0
BOTTOM OF THE NINTH Konami ● 1/2 players ● Issue 30 ● TW	44%	2
CHORO Q 64 Takara ● 1-4 players ● Issue 20 ● MK	56%	1
CUSTOM ROBO Marigul ● 1/2 players ● Issue 41 ● JB	83%	4
DENRYU IRA IRA BOU Hudson ● 1/2 players ● Issue 12 ● JN	65%	2
DEZAEMON 3D Athena ● 1-4 players ● Issue 19 ● MK	82%	4
DORAEMON Epoch ● 1 player ● Issue 2 ● TW	60%	1
DORAEMON 2 Epoch ● 1 player ● Issue 26 ● JB	52%	2
F-CUP MANIAX Imagineer ● 1/2 players ● Issue 34 ● JB	85%	5
FAMISTA 64 Namco ● 1-4 players ● Issue 11 ● TW	68%	1
FOX COLLEGE HOOPS Fox Interactive ● 1/2 players ● Issue 26 ● TW	25%	0
GET A LOVE PANDA LOVE UNIT Hudson ● 1 player ● Issue 26 ● TW	??%	2

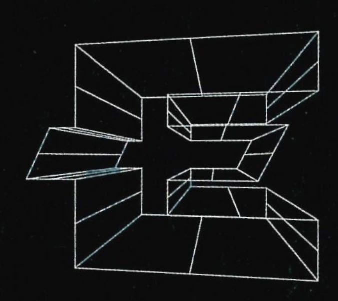


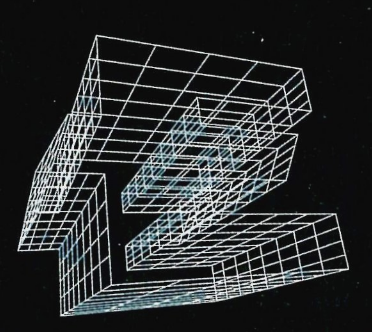


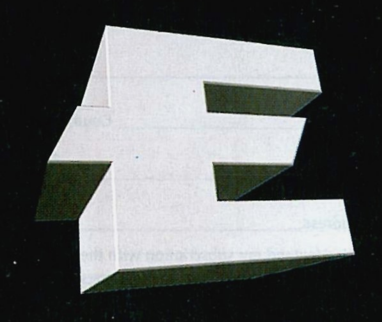
Game	Details	Score	Stars
GLORY OF ST ANDREWS	Seta • 1-4 players • Issue 1 • TW	58%	0
GOLDEN NUGGET	EA • 1-4 players • Issue 26 • TW	52%	2
HARVEST MOON 64	Natsume • 1 player • Issue 39 • MK	90%	5
JANGOU SIM MAH JONG 64	Video System • 1 player • Issue 7 • JD	69%	1
J-LEAGUE DYNAMITE SOCCER	Imagineer • 1-4 players • Issue 8 • TW	66%	1
J-LEAGUE ELEVEN BEAT	Hudson • 1/2 players • Issue 10 • TW	52%	0
J-LEAGUE PERFECT STRIKER	Konami • 1-4 players • Issue 1 • TW	89%	3
J-LEAGUE PERFECT STRIKER 2	Konami • 1-4 players • Issue 32 • TW	90%	5
JEOPARDY!	Take 2 • 1-3 players • Issue 16 • MK	9%	0
JIKKYOU WORLD CUP '98	Konami • 1-4 players • Issue 18 • TW	91%	4
KING OF PRO BASEBALL	Imagineer • 1-4 players • Issue 1 • TW	68%	1
KIRATTO KAIKETSU	Imagineer • 1-4 players • Issue 25 • TW	60%	2
KIRBY 64	Nintendo • 1-4 players • Issue 43 • MG	72%	3
LAST LEGION UX	Hudson • 1/2 players • Issue 32 • MK	60%	3
LEGEND OF THE RIVER KING	Natsume • 1 player • Issue 26 • JB	56%	3
LET'S SMASH	Hudson • 1-4 players • Issue 23 • TW	67%	3
MAH JONG 64	Koei • 1-4 players • Issue 3 • JD	65%	1
MAH JONG MASTER	Konami • 1-4 players • Issue 1 • WO	69%	2
MAJOR LEAGUE BASEBALL	Nintendo • 1-4 players • Issue 18 • MK	74%	4
MAJORA'S MASK	Nintendo • 1 player • Issue 43 • MG	95%	5
NAMCO MUSEUM	Namco • 1/2 players • Issue 44 • MG	70%	3
NBA COURTSIDE 2	Nintendo • 1-4 players • Issue 44 • MK	87%	4
NEON GENESIS EVANGELION	Bandai • 1 player • Issue 35 • JB	61%	3
NIGHTMARE CREATURES	Activision • 1 player • Issue 25 • MK	57%	1
OGRE BATTLE 3	Quest • 1 player • Issue 34 • MG	61%	3
PACHINKO WORLD 64	Hewia • 1 player • Issue 13 • TW	12%	1
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
POKÉMON SNAP	Nintendo • 1 player • Issue 29 • MG	80%	4
POKÉMON STADIUM 2	Nintendo • 1 player • Issue 25 • ME	75%	3
POWER LEAGUE 64	Hudson • 1/2 players • Issue 7 • JA	42%	0
POWER PRO BASEBALL 4	Konami • 1/2 players • Issue 3 • TW	54%	2
POWER PRO BASEBALL 5	Konami • 1/2 players • Issue 17 • MK	78%	3
PUYO PUYO SUN 64	Compile • 1/2 players • Issue 10 • ZN	80%	3
PIKACHU GENKI DECHU	Nintendo • 1 player • Issue 25 • ME	75%	3
SIM CITY 2000	Imagineer • 1 player • Issue 13 • JP	83%	3
SNOWBOARD KIDS 2	Atlus • 1-4 players • Issue 28 • JA	80%	4
SNOW SPEEDER	Imagineer • 1/2 players • Issue 26 • JA	71%	3
SPACE INVADERS	Activision • 1 player • Issue 44 • MG	73%	3
STAR SOLDIER	Hudson • 1 player • Issue 19 • MK	62%	1
SUPER BOWLING	Athena • 1-4 players • Issue 30 • MG	72%	4
SUPER ROBOT SPIRITS	Banpresto • 1/2 players • Issue 20 • MK	58%	2
SUSUME! TAISEN PUZZLE DAMA	Konami • 1-4 players • Issue 15 • TW	78%	4
TAMAGOTCHI WORLD 64	Bandai • 1-4 players • Issue 12 • JN	79%	4
TETRIS 64	Seta • 1-4 players • Issue 26 • JA	42%	1
TOKON ROAD	Hudson • 1-4 players • Issue 12 • DM	49%	1
TOP GEAR HYPERBIKE	Kemco • 1/2 players • Issue 44 • MK	64%	3
TRIPLE PLAY 2000	EA • 1-4 players • Issue 29 • MG	50%	2
TRUMP WORLD	Bottom Up • 1-4 players • Issue 21 • MG	21%	1
VIRTUAL CHESS	Titus • 1/2 players • Issue 18 • TW	76%	3
WCW NITRO	THQ • 1-4 players • Issue 27 • JP	42%	1
WHEEL OF FORTUNE	Gametek • 1-3 players • Issue 11 • TW	17%	0
WONDER PROJECT J2	Enix • 1 player • Issue 1 • WO	55%	2

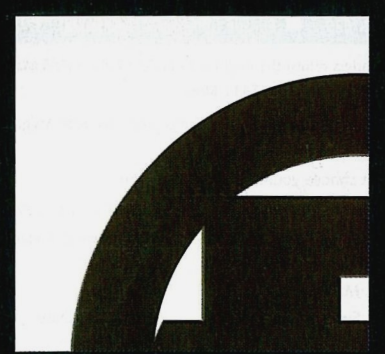
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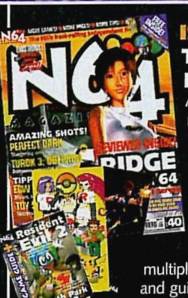
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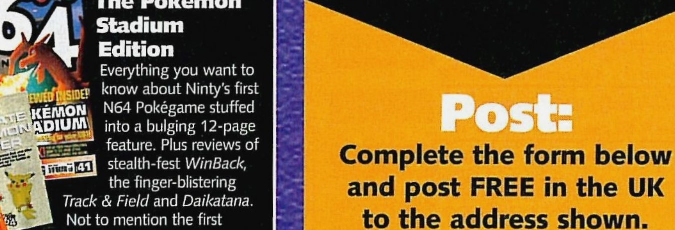
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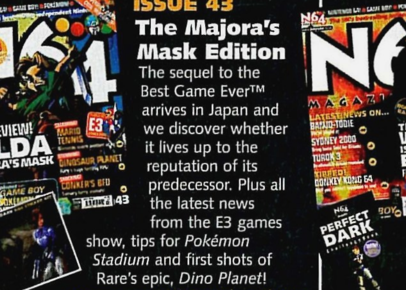
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HAVEN'T THEY GROWN?

The growing pains of Nintendo's most famous creations.

By Mark Green

It's not just plucky Prince William who comes of age this year. Nintendo's own royal family – Donkey Kong, Princess Peach and Mario himself – are also celebrating, with 18 years having gone by since their 'birth' in the coin-op *Donkey Kong*.

So, just as the Queen Mum humiliated Wills at his 18th by dragging out photos of him in a nappy (possibly), we've trawled through the Nintendo archives and uncovered a pile of pictures that should bring a rosy glow to the cheeks of Mario and co. These sketches, drawings and 3D renders demonstrate how long it took Nintendo to finalise the design of their most famous characters, and reveal the hordes of embarrassing mistakes and abortive errors that occurred as they aged. Let the eye-boggling commence...

MARIO



1 HAT



Shigsy squeezed a baseball cap onto Mario's head for one simple reason – he couldn't draw hair. The cap jiggling about in mid-air would have caused its own problems, which is why Mario clings onto his headwear as he leaps.



2 MONIKER





Technically, Mario should have a 'J' sewn onto his cap. In 1982, Shigsy dubbed the little guy 'Jumpman', but workers at Nintendo of America renamed him after their similar-looking office landlord, Mario Segali. The name stuck.

3 FACE



Temporarily turning to the dark side in Donkey Kong Jr, Mario adopted a Dick Dastardly-style twirly moustache, horribly disfigured chin and cheeks blazing red with pure evil. His nose was a little more 'manageable', too.



10 MOUSTACHE

Thanks to the primitive visuals of the Donkey Kong coin-op, the only way Shigsy could separate Mario's ears and nose from the rest of his face was by drawing black lines between them – hence the 'tache and sideys combination.



4 LOOKS

Early in Mario's life, Nintendo made the mistake of licensing out his image to scores of toy manufacturers, without providing explicit instructions on how he should be drawn. Hence horrors such as this mask.



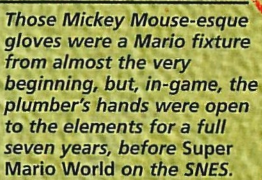
9 DIMENSIONS



Nintendo's dreadful first attempt at a 3D Mario – found on the box of the non-European SNES title Super Mario RPG – featured shiny skin, nightmarish hypnotic eyes and a body posture straight out of 'musical statues'.



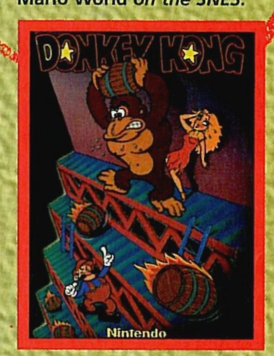
5 GLOVES



Those Mickey Mouse-esque gloves were a Mario fixture from almost the very beginning, but, in-game, the plumber's hands were open to the elements for a full seven years, before Super Mario World on the SNES.

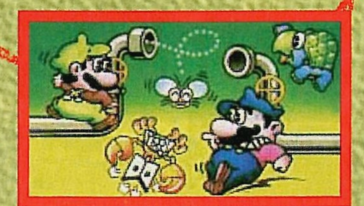
8 SKIN

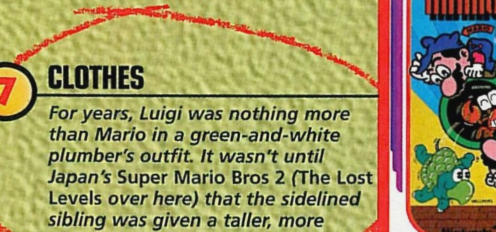
In Mario Bros, the plumber's T-shirt and dungarees swapped colour, and they've been the same ever since – with one exception. Wreckin' Crew gave Mario blue hair, red dungarees and nothing on underneath. Shocking.



6 WEIGHT

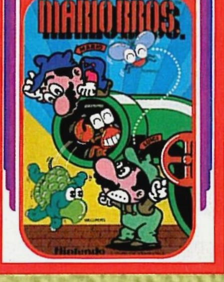
Mario might be fat now, but, in the artwork for 1983's Mario Bros, his stomach constituted around 80% of his body. And what exactly are the Mario twins hiding underneath their hats in this picture?





7 CLOTHES

For years, Luigi was nothing more than Mario in a green-and-white plumber's outfit. It wasn't until Japan's Super Mario Bros 2 (The Lost Levels over here) that the sidelined sibling was given a taller, more supple body.







YOSHI





1 DIMENSIONS

The little green dinosaur has had trouble coping with three dimensions. Take the chubby 3D image designed for the Super Mario RPG box – what's happened to his cheeks? – or the distinctly odd-looking Yoshi in Super Mario 64.

2 SIZE

Appearing briefly in Super Mario World and Tetris Attack, Baby Yoshi managed to melt even the stoniest Nintendo owner's heart. Sadly, his lazy eyes and chubby cheeks have since been consigned to Nintendo's vault.





6 SHOES

Yoshi's been fiddling with his footwear since he was born. Starting out black, then briefly switching to muddy brown for Super Mario Kart, the dino finished up with bright red boots in Yoshi's Story.



3 SHAPE

Yoshis have undergone the most drastic physical change of the Mario clan, with their ability to morph into helicopters, tanks and mole-like digging machines in Yoshi's Island. The trademark bulging eyes give them away every time, mind.





5 HANDS

Super Mario World's Yoshi came without paws – those brown bits are his saddle – which raised the intriguing question of how he managed to hold the wheel in Mario Kart. Since then, Yoshi's been permanently fingered.

4 COLOUR

Yoshis were only available in green until Yoshi's Island. But remember – the particular Yoshi who befriended Mario in Super Mario World is the only 'Yoshi'. The other Yoshis are Yoshis, but they're not all called Yoshi.

PEACH



2 MONIKER II

Until fairly recently, the princess was called 'Daisy' – then she confused a nation of gamers by signing herself off with the new Christian name 'Peach' in Super Mario 64. Her surname, though, has always been 'Toadstool'.



3 DIMENSIONS

Thanks to Peach's exhausting kidnapping/cake-baking lifestyle, her weight fluctuates dramatically. She dieted heavily after her porky outing in Super Mario Bros, but piled on the pounds for Mario's Fun With Numbers.



1 MONIKER

'Pauline' in Donkey Kong provided the template for Peach, with her pink dress and flowing red locks. In fact, Pauline and Mario started life as Olive Oyl and Popeye, but that soon changed when Nintendo lost the licence.

4 DRESS

Like Mario, the princess hasn't changed her clothes since 1982. The pink dress, the crown – dotted with red and blue pearls – and the blue orb on her chest haven't changed a bit, aside from the slinky miniskirt alteration in Mario Golf.



5 SHAPE

Peach really suffered during the transition to 3D on the Super Mario RPG box. The eyes are gigantic and disturbingly vacant, the nose is non-existent, and the hair has apparently been fashioned by Wall's Ice Cream Company.



BOWSER

1 SPIKES

Bowser has remained largely unaltered since his birth, with a green spiky shell, metallic arm buckles, and a mouthful of shiny, white teeth. Judging by bald-headed Bowser Mk1 (below), though, it's no wonder Shigsy added a spiky mane and eyebrows.



2 SHAPE

With an ickle red ponytail, an adorably stubborn face and only two teeth to his name, Baby Bowser marked an unexpectedly cute turn for the grumpy fire-breather during Yoshi's Island. See also: Mario Party 2.



3 MONIKER

King Koopa or King Bowser? The roaring ruler's name switched during the Super Mario series, but, in fact, both are correct. Bowser's full title is King Bowser Koopa – of the Mushroom Kingdom, no less.





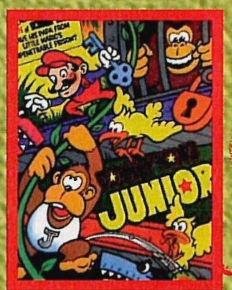
5 TAIL

Bowser's relatively titchy tail was originally a product of the limited NES graphics – Shigsy would have wasted memory extending it past the back of his shell. By Super Mario 64, it was longer and more integral to play.

4 DIMENSIONS

More dreadful rendering from the Super Mario RPG team. The eyebrows seem to be constructed from jelly, and Lord alone knows what those two growths are on Bowser's bottom lip. Rubbish.

DONKEY KONG



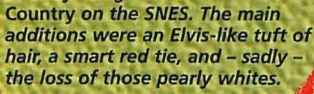
1 EXPRESSION

After the Donkey Kong coin-ops, DK adopted a chubby, bear-like complexion, with curiously orange fur. Having settled his dispute with Mario, he was happier than ever – take a look at his carefree grin in NES Tetris.



2 TIE

In a surprise move, Nintendo entrusted Rare with the redesign of their big ape in Donkey Kong Country on the SNES. The main additions were an Elvis-like tuft of hair, a smart red tie, and – sadly – the loss of those pearly whites.





5 AGE

It's widely assumed that Donkey Kong's son was retired after his starring role in 1983's Donkey Kong Jr. In fact, he grew up to become the current Donkey Kong, while Cranky Kong is the wrinkly-skinned version of the original DK.



4 SHAPE

Rare have tinkered with DK to create a host of other family members, including forgotten characters like Kiddy Kong, Swanky Kong, and Dixie Kong – who was ousted in favour of Tiny Kong in Donkey Kong 64, the poor lass.





3 POSE

Originally, Shigsy designed Donkey Kong as "a funny, hang-loose kind of guy" with a nice line in toothy grins. The name, incidentally, came about because Mr Miyamoto believed 'donkey' meant the same as 'stubborn' in English.



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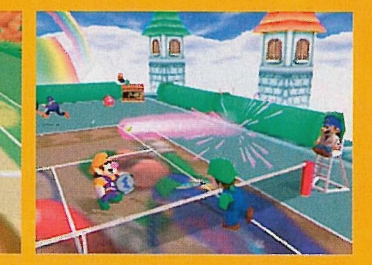
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A worried Caterpie crept into our offices the other morning, snivelling incoherently, with a piece of paper held in its quivering mandibles. It looked like someone had stuck several weeks' worth of bubblegum onto its back. We think the public should know the contents of that sheet of paper...

...G 4TH JULY 2000

...Chairman Pikachu, other Pokémon.

...GIES: Mewtwo.

Pikachu: Welcome, gentlemen. Welcome to this week's meeting. Ah, how liberating it is not to have to communicate in that loathsome, monosyllabic drone we are forced to adopt. Honestly, the things we do to fool those humans. Wouldn't you say, Starmie?

Starmie: Certainly, boss.

Pikachu: How do you do that without a mouth? Incredible. Oh, hang on.

[Pikachu spits out Pokémon bubblegum and sticks it on Caterpie's back. The Bug subcommittee expresses its distaste.]

Pikachu: Right. Down to business, then. I think it's safe to say we've consolidated our strong foothold in North America, Japan and the UK. They know of us now, they know our name. Oh, yes...

[Chairman Pikachu rubs his paws together in glee for some moments.]

Pikachu: And so, having discussed the matter in some depth with the Evolved subcommittee, I feel that the time is rapidly approaching where we could consider implementing Phase Two.

[Pikachu winks at Raichu, whose laughter escapes as a sickly wheeze.]

Clefairy: Um, um, ah... Well, you see, I see what you mean Mr Pikachu.

Pikachu: You may call me sir.

Clefairy: Yes. Sorry, sir. But, I mean, why couldn't we just send them to sleep for a bit?

Geodude: NO! SMMMAAASSHHH HUMANS! HUMANS KILL!

Pikachu: You know what, I think the Rock subcommittee delegate has put his finger on it there. I wasn't pretending when I refused to get into that Poké Ball, you know. That sissy Ash wasn't expecting me to adlib THAT particular sequence in the cartoon...

[Assorted Pokémon chuckle.]

Pikachu: They enslave us! Put us in cages and turn us into lollipops! The indign...

[Pikachu's cheeks start to glow, and blue sparks accumulate around his head... the more liberal Pokémon look on with mild concern.]

Pikachu: The toys, the breakfast cereal, the trading cards, the innumerab... fits in supermarkets – what has it all been for? We are the superior rac... duty to inform the humans that this is the case! Already we have inst... Space Mountain in Disney World! We are gradually placing them in b... have to do ...nding when ... refused to

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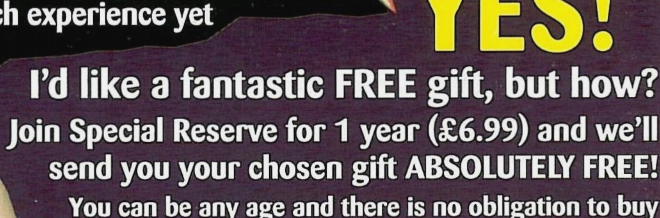
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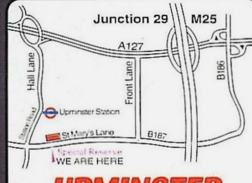
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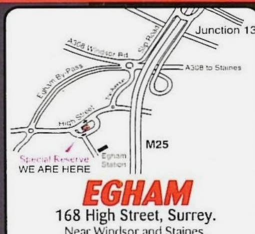
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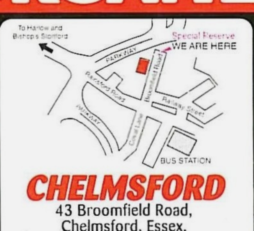


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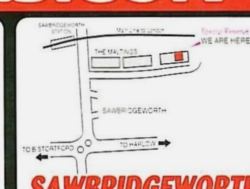




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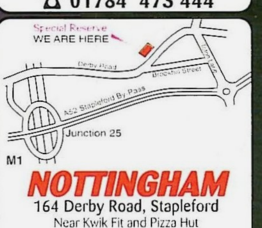


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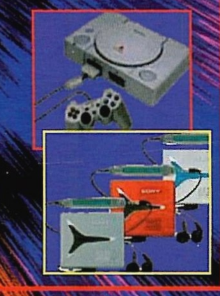
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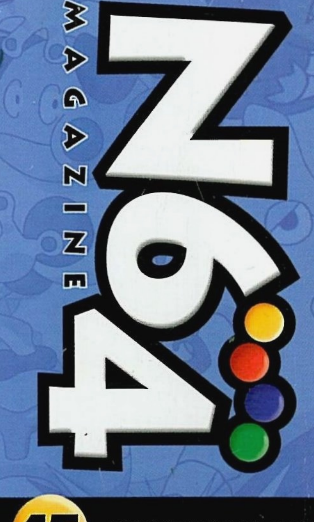
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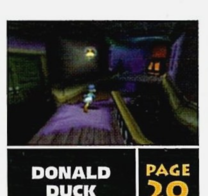
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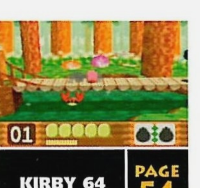
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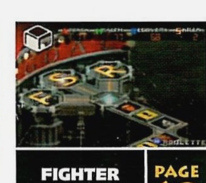
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